

C O D E X

WITCH HUNTERS



WARHAMMER
40,000

GAMES WORKSHOP®



CODEX: WITCH HUNTERS

Welcome, learned Inquisitor, to the secret texts of the Witch Hunter. Within these hallowed pages you will find all you need to guide you in collecting, painting and gaming with a Witch Hunters army in the Warhammer 40,000 game. The armies of the Witch Hunter are powerful and dangerous, commanded by the sinister and unforgiving Inquisitors of the Ordo Hereticus. The Chamber Militant of this holy order is the virtuous and pious Adepta Sororitas, ancient orders of warrior women whose origins can be traced back to the infamous Age of Apostasy.

The Ordo Hereticus

A branch of the Inquisition, that secretive body founded in the earliest days of the Imperium, the Ordo Hereticus stands ready to defend Humanity against the myriad dangers posed by the witch, the heretic and the mutant. The Inquisitors of the Ordo Hereticus are a sinister breed, cut from a very different cloth than that of their brethren of the Ordo Malleus and Ordo Xenos, and often their work involves the persecution of their fellow Inquisitors for trafficking with the daemonic and the alien; for such activities are amongst the most heinous of crimes in the Imperium. Such is the power wielded by an Inquisitor that he can call upon every branch of the armed forces of the Imperium and none can refuse his call. Even the Space Marines may be called upon to aid an Inquisitor should the threat be greater than he and any locally requisitioned forces are able to counter.

Rising from the ashes of the Age of Apostasy, when the insane Lord Vandire plunged the Imperium into one of the bloodiest periods in its already bloodstained history, the Ordo Hereticus are the guardians of Humanity's future. In conjunction with their Chamber Militant, the Adepta Sororitas – also known as the Sisters of Battle – the Ordo Hereticus hunt down and destroy the most insidious threats to Humanity, the enemy within: witchcraft, heresy and mutation.

The Sisters of Battle are shining examples of all that is good about Humanity, the pinnacle of faith, devotion and purity. As well as forming the Chamber Militant of the Ordo Hereticus, the Sisters of Battle also provide the fighting arm of the Ecclesiarchy, the monolithic organisation devoted to the worship of the Emperor and the preaching of the Imperial Creed. Armed with the finest weapons and armour the Ecclesiarchy can provide, they are amongst the best and bravest warriors an Inquisitor can call upon.

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the correct course. Mercy destroys us; it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his name for in our resolve we only reflect his purpose of will."

*Inquisitor Enoch,
Castigations on the Last Days*

Why Collect a Witch Hunters Army?

The Witch Hunters is an incredibly characterful army, with a wide selection of deadly troops at its disposal and the power of faith to command. The Sisters of Battle are exceptionally well equipped, with armour and weapons the equal of any Space Marine Chapter. Their faith and devotion to the Emperor can be manifested as a potent force in itself, empowering Sisters with all manner of miraculous abilities, such as shrugging off wounds that would kill a normal person or holding them fast in the face of overwhelming odds. The Inquisitors of the Ordo Hereticus can utilise some truly fearsome instruments in the persecution of their foes: ancient artefacts blessed by the holiest of saints and powerful weapons that have been handed down through the ages in the fight against witches and all wielders of Warp-spawned magicks. Together with their faithful retainers, the Witch Hunters can be sure of having the right combination of skills at his disposal, whatever the foe. In addition, any Inquisitor can requisition a fearsome array of allies to fight alongside him, from the lethal operatives of the Officio Assassinorum to frenzied Arco-flagellants and the mighty death machines of the Penitent Engines. If you're after an army that can be tailored to make an elite force with enormous potential for variety, then this is the army for you.

A great strength of the Witch Hunters army list is its ease of integration with existing armies. If you already have an army of the Imperium such as the Space Marines or Imperial Guard, it can easily be incorporated into the Witch Hunters list. For instance, a Space Marine player may choose to lead his force into battle with an Adepta Sororitas Heroine and her Celestian bodyguard, or an Imperial Guard player may choose to add a couple of platoons of infantry to his Witch Hunters force. Conversely, we also include rules that allow the opponents of the Witch Hunters to take units of traitors and mutants in their force, as well as rules for having your army led into battle by a powerful witch or heretic. There's also the option to bestow terrifying psychic powers upon your existing army commander, since it's perfectly plausible that he has developed latent psychic powers and is leading his army against those who would hunt him down and destroy him. Exactly why the Witch Hunters are called into action!

The miniatures in the Witch Hunters range are wonderfully detailed and well-crafted, and a fully painted army looks fantastic on the tabletop. On the one hand you have ranks of Sisters of Battle, resplendent in their ornate armour, while on the other you have the highly individual and characterful Inquisitors accompanied by their retinues of Henchmen. While the Sisters of Battle are exceptional warriors and can easily take to the field of battle alone, it is when they are combined with the powerful troops at the disposal of an Inquisitor that they really come into their own, though it will take many gaming sessions to truly get the most out of the more unusual elements of the Witch Hunters army list. Have fun, and may the power of faith guide you...

ORDO HERETICUS PSYCHIC POWERS

Any Inquisitor or Inquisitor Lord may take a single psychic power as listed below. If they possess a Familiar they may take an extra power per Familiar. Abilities are used following the rules in the Warhammer 40,000 rulebook. A psyker may only use a single major power in a given player turn.

The psyker must pass a Psychic test in the appropriate phase to use a power.

DIVINE PRONOUNCEMENT30 points

To the Inquisitor, all who stand against him are branded heretic, and the only fate deserved by such is an eternity of damnation. Invoking the Emperor's power, the Inquisitor pronounces His judgement, before which few can stand defiant.

Divine Pronouncement is a psychic power that is used instead of firing a weapon in the Shooting phase. Designate a single enemy unit within 18" and not in close combat – this unit must take a Morale check as if it had just suffered 25% casualties from shooting. If the Inquisitor's Leadership is greater, the test is modified by the difference. For example, a unit of Imperial Guard with a Veteran Sergeant (Ld 8) must roll 6 or less on 2D6 if an Inquisitor Lord (Ld 10) uses the power on them. If the test is failed, the target unit will immediately fall back according to the normal rules. Fearless units, or units that otherwise ignore Morale tests are unaffected by this power.

HAMMER OF THE WITCHES20 points

For a man to wield the powers of the Warp he must first have been tested and tried, and branded worthy to do so by the agents of the Emperor. Any man who has not been so approved is an unclean witch and will be purged by the Inquisitor's own Emperor-bestowed powers lest the beasts of the Warp enslave his soul.

Hammer of the Witches is a psychic power that is used in the Shooting phase instead of firing a weapon. It does not require line of sight to use and may be used if the Inquisitor is engaged in an assault. Roll a D6; this number of enemy psykers must pass a Leadership test or suffer a Perils of the Warp attack as the divine purity of the Emperor consumes them, starting with the psyker nearest the Inquisitor, and working outwards from him. If you roll a number greater than the number of enemy psykers on the table, each psyker is attacked once and the excess attacks are lost.

HAMMERHAND10 points

Some psykers can wield their mental powers as a physical force, such that anything they touch suffers catastrophic damage. A psyker using Hammerhand is capable of ripping apart adamantium plates with his bare hands.

Hammerhand is a psychic power that may be used at the beginning of any Assault phase. If the test is passed, Hammerhand doubles the basic Strength of the user until his

next turn. The psyker also counts as having an additional close combat weapon. Note this power does not ignore Armour saves or affect the order in which close combat attacks are resolved. As his fists crackle with destructive energies, he may not use any weapons until the beginning of his next turn, and so may not benefit from any power weapons or other special close combat attacks.

HIS WILL BE DONE15 points

The Inquisitor becomes a furious manifestation of the Emperor's divine will, dispensing His justice with every blow and cowing all His enemies with his holy wrath.

His Will Be Done is a psychic power that may be used in the Assault phase, before the Inquisitor has made any attacks. Every unsaved wound inflicted by the Inquisitor counts as two for the purposes of determining which side has won the assault.

PURGATUS15 points – Inquisitor Lord only

The Inquisitor Lord is a seasoned master in the ways of hunting the heretic. With his sinister gaze he is able to decimate the will of his enemy, filling his mind with the unbearable truth of his sins, until nothing more than a drooling, broken form remains.

This power is used in the Shooting phase instead of firing a weapon. The Witch Hunters player may choose **any** enemy model with the Independent Character special rule within 24" of the Inquisitor Lord and within his line of sight as the target of the attack. Both players roll a D6 and add the Leadership of their respective models. If the Inquisitor Lord scores higher than the target model, the target's Leadership is reduced by 3 for the remainder of the game. This power may only be used successfully once per target, and may not be used if the target is engaged in an assault. If the scores are drawn, or the Inquisitor Lord scores less, the power has no effect.

SCOURGING20 points

The psyker channels his righteous wrath into crackling energy, the air itself splitting apart as bright arcs of soul-lightning ravage those in his path.

Scourging is a psychic power that may be used in the psyker's Shooting phase instead of firing a weapon. When used, Scourging counts as a weapon with the following profile:

Range: 18" Str: 5 AP: 5 Assault D6

Roll to hit, wound and save as normal. Invulnerable saves may not be taken against wounds caused by Scourging.

WORD OF THE EMPEROR10 points

Many Inquisitors have such force of belief that their canticles and liturgies can cause the unbeliever and the witch to shrink back in fear.

Word of the Emperor is a psychic power that can be used at the beginning of the enemy Assault phase, even if the psyker is engaged in close combat. All enemy units attempting to charge the psyker or his unit must pass a Leadership test. If they fail, they may not assault at all that turn.

Know this, adept, for your journey has been long and you are to be trusted as few will ever be. Psykers represent Humanity's future, the ideal creature into which Mankind will evolve; a more powerful, more intelligent and more capable life form. As yet this race is weak, its members lacking the mental strength needed to face the dangers of the psychic universe. Were the new race of psykers permitted to develop free and unprotected, the whole of Humanity would soon be destroyed. We few who are privy to this truth have guarded it selflessly for nigh on four millennia, since the end of the great schism from which our order was born. It is our sole concern, for the very future of our race depends upon us, and us alone.

*Transcription of suppressed texts,
from the archives of the Gethisemene Reclusium*

INQUISITORIAL HENCHMEN

Every servant has his place, no matter how lowly or modest. To know it is his greatest comfort, to excel within his greatest solace, and his master's contentment is his greatest reward.

Codex Administratum

The work of the Ordo Hereticus requires many diverse skills and abilities, and to expect one person, even one as exceptional as an Inquisitor, to possess them all would be unrealistic. As a result, many Inquisitors gather a skilled coterie of loyal followers to aid them in their work. The authority of the Inquisition allows an Inquisitor to requisition anything he requires to carry out his duty to the Immortal Emperor of Mankind. Every Imperial citizen, from the mightiest planetary governor to the lowliest scribe, must heed an Inquisitor's summons. Often these will be trusted comrades and companions that the Inquisitor has gathered about him on his ceaseless task of defending Humanity, while others will be locally requisitioned forces assembled for a particular mission. Particularly useful or courageous individuals may be permanently attached to the Inquisitor's staff and find themselves accompanying him across the galaxy to purge heretics and mutants wherever they may be found. Such retainers can vary tremendously in size, ranging from small, dedicated warrior bands to entire networks of staff, advisors and warriors numbering in the hundreds. It would be extremely

rare for an Inquisitor to be able to gather anything other than a handful of his retainers for any one mission, though Imperial records describe a retinue numbering in the hundreds accompanying Inquisitor Lord Caetris on his mission to destroy his rivals that began the Schism that bears his name.

An Inquisitor or Inquisitor Lord may take Inquisitorial Henchmen as a retinue. Note that the Inquisitor and any Henchmen he may have only take up **one** of the appropriate slots on the Force Organisation chart (HQ for Inquisitor Lords, Elites for Inquisitors). They form a single unit and obey all normal coherency rules.

An Inquisitor may take up to six Henchmen, whereas an Inquisitor Lord must take a retinue of between 3 and 12 Henchmen. An Inquisitor or Inquisitor Lord can have no more than three Henchmen of any one type in his retinue. Victory Points are counted for the unit as normal.

Any profile increases an Inquisitor may benefit from due to his Henchmen remain in effect even if the Henchman that afforded the increase is removed from play.

INQUISITORIAL HENCHMEN

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Henchman	varies	3	3	3	3	1	3	1	8	6+

Equipment: A variety of armaments that range from digital weapons to industrial chainsaws. Treat them all as being equipped with a laspistol and close combat weapon unless stated otherwise in the Henchman's description.

Out in the dark streets of the city, my followers did their work. I had eighty loyal servants scouring the streets. In my rooms at the Hippodrome, I waited, parched, unsteady, distant.

Ravenor came up trumps, Ravenor, of course. With his promise, it wouldn't be long before he left the rank of interrogator behind and became a full inquisitor in his own right.

He found Beldame Sadia's lair in the catacombs beneath the derelict church of Saint Kiodrus. I hurried to respond to his call.

'You should stay here,' Bequin told me, but I shook her off.

'I have to do this, Alizebeth.'

Alizebeth Bequin was by that time one hundred and twenty-five years old. She was still as beautiful and as active as she had been in her thirties, thanks to discreet augmetic surgery and a regime of juvenat-drugs. Framed by the veil of her starch-silk dress, her handsome face and dark eyes glared at me.

'It will kill you, Gregor,' she said.

'If it does, then it is time for Gregor Eisenhorn to die.'

Bequin looked across the gloomy, candlelit room at Aemos, but he simply shook his ancient, augmented skull sadly. There were times, he knew, when there was simply no reasoning with me.

I went down into the street, where canister fires blazed and masked revellers capered and caroused. I was dressed all in black, with a floor length coat of heavy black leather.

Despite that, despite the flames around me, I was cold. Fatigue, and the lack of nourishment, were eating into my bones.

I looked at the moon. Threads of heat around a cold, black heart. Like me, I thought, like me.

A carriage had been called for. Six painted hippines, snorting and bridled, teamed to a stately landau. Several members of my staff waited nearby, and hurried forward when they saw me emerge onto the street.

I assessed them quickly. Good people all, or they wouldn't have made the cut to be here. With a few wordless gestures I pulled out four to accompany me and then sent the rest back to other duties.

The four chosen mounted the carriage with me. Mescher Qus, an ex-Imperial Guardsman from Vladislav; Arianrhod Esw Sweydyr, the swordswoman from Carthae; and Beronice and Zu Zeng, two females from Bequin's Distaff.

At the last moment, Beronice was ordered out of the carriage and Alizebeth Bequin took her place. Bequin had quit active service with me sixty-eight standard years before in order to develop and run her Distaff, but there were still times she didn't trust her people and insisted on accompanying me herself.

I realised this was just such a time because Bequin didn't expect me to survive and wanted to be with me to the end. In truth, I didn't expect to survive either.

*from Malleus by Dan Abnett,
courtesy of the Black Library*

The Acolyte8 points
(Interrogator/Explicator/Notary)

The Inquisitor is hardy and wise, having survived long enough to begin training likely prospects to follow in his footsteps. Typically having been active in the field for over a century, an Inquisitor only accepts trainee Inquisitors once he is certain he has mastered the skills of his calling. His charges hang on his every word, hoping that some day they will attain the status of their mentor. All aspiring Inquisitors must start at the lowly rank of Explicator, where they learn how to extract information using physical pain and the tools of the torturer – after all, they are not known as the Inquisition for nothing. Those few who survive to make the rank of Interrogator are both capable and strong, for only the most skilful survive the duty of accompanying their mentor on the field of battle.

If an Inquisitor with an Acolyte Henchman suffers a wound, he may allocate the wound to the Acolyte, but he may only allocate one wound per Acolyte in any given phase. This must be done before any saving throws are attempted.

Each Acolyte in an Inquisitor's retinue can purchase up to 15 points of equipment from the Witch Hunters Armoury.

The Sage10 points
(Autosavant/Lexmechanic/Calculus Logi/Sister Dialogous)

Inquisitors typically have at least one savant or academic on their staff, as their augmented ability to store and process vast swathes of cogent information is of paramount importance in tracking and discovering the foes of Mankind. But their uses are by no means limited to civilian roles. The Witch Hunter may have a Calculus Logi, a savant, lexmechanic or Sister Dialogous as part of his retinue, as all are extremely adept at calculating trajectories, communicating with the local populace and translating ancient texts that may lead to the discovery and elimination of the heretical. All can process battlefield information faster than even the most advanced cogitators, and their expertise in predicting enemy movements is invaluable to a militant Inquisitor.

If accompanied by a Sage, the Inquisitor benefits from +1 BS. If he has more than one Sage in his retinue, the Inquisitor or a member of his retinue may re-roll a failed roll to hit during the Shooting phase, though they must accept the second result.

The Warrior10 points
(Veteran Guardsman/Combat Servitor/Gun Servitor/Crusader)

The Inquisitor has an affinity for martial actions and a fine appreciation of the value of ranged firepower.

He has trained extensively in both ranged combat and close assault, and ensures that he is well equipped to fight the minions of the witch as well as the witch itself. He is invariably accompanied by accomplished and well-armed warriors, capable of laying down covering fire or protecting him from harm at the hands of heretics and traitors. These warriors range from the Inquisitor's own personal guards to experienced, hard-bitten Imperial Guardsmen and Battle-Servitors, cybernetically altered to the extent that they are more weapon than man.

The Inquisitor gains +1 WS if he has any Warriors in his retinue.

All Warrior Henchmen have BS 4 (except the Crusader who has WS 4 instead), a 4+ Armour save, a hellgun, targeter, and both frag and krak grenades.

A Crusader **must** exchange his hellgun and targeter for a power sword and suppression shield at +10 points. The suppression shield counts as an additional close combat weapon and gives the Crusader a 4+ Invulnerable save.

A Veteran Guardsman may exchange his hellgun for one of the following weapon options: hellpistol and close combat weapon at no extra cost; shotgun at no extra cost; flamer at +5 points; plasma gun at +10 points; meltagun at +10 points; grenade launcher at +10 points.

Combat Servitors **must** exchange their hellgun for a power fist and close combat weapon at +15 points.

Gun Servitors **must** exchange their hellguns for one of the following weapons: multi-melta at +25 points; heavy bolter at +15 points. Up to one Gun Servitor in each Inquisitor's retinue may instead be equipped with a plasma cannon at +35 points.

The Familiar6 points
(Cherubim/Servo-skull/Psyber-eagle)

An Inquisitor is occasionally accompanied by familiars attuned to his mental signature. These strange constructs not only boost his awareness of danger but can also act as psychic conduits; an Inquisitor with psychic powers accompanied by a Familiar finds his abilities amplified, but without the cost such augmentation usually incurs.

The most common of these bizarre constructs is the Servo-skull. These are built from the craniums of pious Imperial servants, and are given motive force by small anti-grav motors. These psychicsymbiotes are mentally linked to the Inquisitor, and he can command them, see and hear with their senses and even attack with them should the situation become desperate.

If an Inquisitor has one or more Familiars in his retinue, he benefits from +1 Initiative. For each Familiar the Inquisitor has in his retinue, he may purchase one more psychic power than normally allowed from the Witch Hunters Psychic Powers list (page 14). However, he may only use one of these powers per turn. When the Inquisitor is removed from play, any Familiars he may have had are also removed. If the Familiar is removed, the Inquisitor's psychic powers are unaffected.

Familiars count as being armed with a single close combat weapon.

The Penitent7 points
(Bound Psyker/Penitent Witch/Pariah)

One of the greatest rewards of the Witch Hunters' work is when a soul is saved and returns to the Emperor's light. Through the purgation of pain and the shriving of their sins, precious few sinners live to repent their evil ways and begin the lifelong task of atoning for their wickedness. Those penitent witches who are judged to be truly repentant are bound by powerful wards, sanctified with holy oils and allowed to live that they might protect their deliverer from harm at the hands of other dangerous psykers. Little more than psychic lightning rods, they endure constant pain as they 'earth' the blasphemous magicks of the Inquisitor's foes and allow him to continue his good works.

If an Inquisitor with a Penitent in his retinue comes under attack from a psychic power of any description, its energy may be dissipated through the Penitent. The Inquisitor and his retinue benefit from a 4+ save against the effects of any and every psychic power directed against them or including them in its area of effect. If the save is passed, the power has no effect. If an Inquisitor's retinue contains more than one Penitent, then this save rises to 2+. Note that if the Inquisitor is equipped with a psychic hood then he may use either his Penitents or the psychic hood to attempt to nullify the enemy power, but not both. A Penitent counts as being armed with a single close combat weapon.

The Chirurgeon12 points
(Torturer/Excoriator/Sister Hospitaller)

Often the work of a Witch Hunter can only truly begin once their prey has been captured. Both information and repentance must be extracted from a victim, often in the depths of the torturer's dungeon by the red-hot implements of his trade. Such expert students of the intricacies of human anatomy know the exact amount of punishment that can be inflicted on the fragile flesh of a subject before it expires. They can inflict the maximum amount of pain for the least amount of effort, and then nurse their subject's shattered body back to health in order to begin the process again. Though the purpose of the Sisters of the Order Hospitaller is very different to that of the torturer, their knowledge of the human body and their skills in the healing arts are no less thorough. Many an Inquisitor or soldier has had cause to thank the Emperor for their ministrations and ability to heal the most grievous of wounds.

If accompanied by a Chirurgeon, an Inquisitor may ignore the first wound he takes each turn so long as it was not caused by a shooting attack that causes Instant Death or a close combat attack that allows no Armour save. If he has more than one Chirurgeon in his retinue then he may ignore the first wound he takes each turn regardless of whether it causes Instant Death or was from a close combat weapon that allows no Armour save.



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SISTERS OF BATTLE SPECIAL RULES

SHIELD OF FAITH

The Adepta Sororitas represent the epitome of faith and purity – witchcraft, heresy and mutation are anathema to them. Force weapons lose their ability to kill their target outright, simply count them as power weapons. Psychic powers targeted against any unit or character with the Adepta Sororitas special rule, or including them in its area of effect, are nullified and will not work on a D6 roll of 5+ (roll once for each power, even if it affects several Adepta Sororitas units).

Minor psychic powers have no effect on Adepta Sororitas units or characters at all, even those used by friendly psykers that would have a beneficial effect on them.

ACTS OF FAITH

Acts of Faith are a manifestation of the Emperor's divine purpose; small miracles that can turn the tide of battle if used in the correct combination at just the right moment. How many Acts of Faith can be attempted during a game, and which units can make use of them are described below.

Faith Points

- A Witch Hunters army that includes certain Sisters of Battle units has a number of Faith Points, which may be expended to attempt Acts of Faith. Certain characters and units are noted as being Faithful and contribute Faith Points to the army's total, as noted in their army list entry.
- Keep track of the Faith Point total as the game progresses; you might like to use a number of dice with the total Faith Points shown on their upper facings, or use some other form of counter or marker.

Who can use Acts of Faith?

- Any unit with the Adepta Sororitas special rule, which is joined by or includes a character with the Faithful special rule, is counted as Faithful itself while the character is with the unit. The effects of any Acts of Faith apply to the entire unit.
- While an Adepta Sororitas unit is joined by a character without the Faithful special rule, it may not use any Acts of Faith. The only exception is if the unit is assigned a Priest, in which case he is counted towards the unit's size, and will benefit from any successful Acts.
- Should the Faithful character be removed as a casualty, the unit remains Faithful until the end of the phase in which the model was removed.

Tests of Faith

- Each attempt costs one Faith Point.
- Roll 2D6 and compare the result to the current size of the unit – whether or not the attempt is successful depends upon the specific Act of Faith being attempted (see below). If the test is failed the Act of Faith does not occur.
- A unit may not attempt to use the same Act of Faith more than once per phase; although it may use combinations of several different Acts.
- Acts of Faith are unaffected by special rules that work on or against psychic powers, and models using them are not counted as psykers.

Independent Characters using Acts of Faith

Faithful Independent Characters may use Acts of Faith while operating independently or if they have joined a unit with the Adepta Sororitas special rule – they may not use them if they have joined any other type of unit. While part of a Faithful unit, use the normal rules for attempting Acts of Faith, counting the character towards the total squad size. When attempting to use an Act of Faith while operating independently, a Faithful Independent Character must pass an unmodified Leadership test to do so.

Martyrdom

Every time a Faithful character is removed as a casualty, or a Faithful unit loses its last model, the number of Faith Points originally contributed by the character or unit is added back to the Faith Point total. These acts of martyrdom thus increase the total number of Faith Points available to the army as the game goes on. Faithful units or characters that leave the table as a result of falling back do not contribute Faith Points.

ACTS OF FAITH

HAND OF THE EMPEROR

Praying to the Emperor to channel His wrath through their bodies, the Sisters strike down their foes with preternatural strength.

Phase: Either player's Assault phase.

Test of Faith: Roll equal to or **under** the current number of models in the squad. A result of 12 always fails.

Effect: Make the Test of Faith before rolling to hit. Each model in the unit adds +2 to its Strength, but will strike at Initiative 1.

DIVINE GUIDANCE

Guided by the will of the Emperor Himself, the shots and blows of the faithful shatter their enemies' armour with contemptuous ease.

Phase: Either player's Assault phase/own Shooting phase.

Test of Faith: Roll equal to or **under** the current number of models in the squad. A result of 12 always fails.

Effect: Make the Test of Faith after determining how many models are hit, but before rolling to wound. When shooting, any rolls which cause a wound on the roll of a 6 count as AP1. In an assault, any rolls which cause a wound on the roll of a 6 count as being made by a power weapon.

THE PASSION

The faithful leap and weave through the chaos of mêlée, striking at their foes with a speed born of their holy fervour.

Phase: Either player's Assault phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Roll at the beginning of either Assault phase. If successful, every model in the unit adds 2 to its Initiative. May not be used in the same phase as Hand of the Emperor, and does not override weapons that always strike last or at Initiative 1, neither does it change the effect of any type of grenade.

LIGHT OF THE EMPEROR

The Sisters are filled with the knowledge that the only thing they need fear is failing the Emperor of Mankind. Armed with such faith, the enemy holds no terror for them.

Phase: Own Movement phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Test at the beginning of the phase. The unit becomes Fearless until the beginning of its next Movement phase, which means that it will automatically pass any Morale check or Pinning test it is required to make. A unit that is falling back and is using this Act will regroup without the need to make a Morale check, regardless of the normal restrictions, in addition to becoming Fearless for the turn.

SPIRIT OF THE MARTYR

The Sisters' prayers steel their bodies against the weapons of the enemy. They will die when the Emperor is ready to accept their souls, and not a moment before.

Phase: Enemy Shooting phase or either player's Assault phase.

Test of Faith: Roll equal to or **over** the current number of models in the squad.

Effect: Roll at the beginning of the phase. The unit gains an Invulnerable save equal to its normal Armour save for the remainder of the phase. This may not be combined with any other saves.

BATTLEGEAR OF THE ADEPTA SORORITAS

SORORITAS POWER ARMOUR

The power armour worn by the Battle Sisters of the Orders Militant is based upon the same archaic systems as that worn by the brethren of the Adeptus Astartes. It provides the same degree of armoured protection, yet must forego the more advanced life-support systems and strength enhancing abilities used by the Space Marines, as the Sisters of Battle are not implanted with the Black Carapace that allows the Astartes to interface fully with their own armour. Despite this, the Sisters of Battle are one of the few Imperial forces outside of the Space Marines to be granted the right to wear such formidable armour, and they are trained to deadly effect to utilise its abilities to the full.

GODWYN-DE'AZ PATTERN BOLTER

The standard issue weapon for all Battle Sisters since the Orders Militant were formed, the Godwyn-De'az pattern bolter has remained unchanged for millennia, largely due to its superior performance in comparison to other weapons of its class. But the Godwyn-De'az is much more than a weapon to the Sisters of Battle; it is a symbol of the Emperor's divine judgement, the first and foremost of the 'holy trinity' of bolter, flamer and meltia with which the Adepta Sororitas bring justice to the manifold enemies of Mankind.

PURITY SEALS

Devotional scripts and declarations of the bearer's sanctity, many Sisters wear purity seals to further protect them from the taint of the impure and the sinful. In the course of her duties a Sister may bear witness to the most terrible of sights and so the more purity seals borne, the more of such horrors she has had to endure. Each seal is a benediction against the forces of disorder, warpcraft and mutation, a plea to the Emperor for deliverance from evil.

LIVERY

This Battle Sister wears the livery of the Order of Our Martyred Lady. The red of the cloth was adopted by the majority of Preceptories to remember the Order's losses at Armageddon, and features the first line of the *Fede Imperialis*, the Battle Hymn of the Adepta Sororitas, framed in parallel lines of silver thread.



'SABBAT' PATTERN SORORITAS HELM

The standard pattern worn by the majority of Battle-Sisters since the mid 38th millennium, this helm contains an integral rebreather, allowing the Sister to operate in total vacuum for limited periods. The visor provides full-spectrum filtering and limited psycho-ocular buffering, allowing the Sister to fight on where a less well-equipped warrior would be rendered

insensible by adverse battlefield conditions. The second helmet shown is a variant of the Sabbat pattern, mounting the fleur de lys symbol of the Sisterhood upon the front, an honour normally reserved for those Sisters who have performed with exceptional courage and honour. It is also common amongst the elite Celestian squads.

FLEUR DE LYS TATTOO

Many Sisters bear devotional markings such as tattoos, electroos and ritual scarifications, proclaiming their loyalty to the Adepta Sororitas, the Ecclesiarchy and the Imperium. Such marks might include the Fleur-de-Lys symbol of the Sisterhood, the icon of the Inquisition, roses, wings and all manner of variations on the iconography of the Orders.

CHAPLET ECCLESIASTICUS

Every member of the Sisterhood bears one of these icons of the Ecclesiarchy, worn around the neck or waist on a string of adamantium beads. Each bead represents an act of penitence undertaken by the bearer, though in the case of long-serving members, each bead may count ten, 100 or even 1,000 such acts. The Adepta Sororitas ever strive to honour the sacrifice made by the Emperor by emulating His example.



WITCH HUNTERS ARMOURY

Characters can have up to two weapons, one of which may be a two-handed weapon. You may also pick up to 100 points worth of wargear per model but no model may be given the same item twice. All wargear must be represented on the model. However, unlike with normal visual representation, it is permitted for an Inquisitor or Inquisitor Lord's Henchmen to carry items of wargear for him; to all intents and purposes it is still part of the Inquisitor's wargear and is not destroyed if that Henchman is removed as a casualty. Normal limits on weapons must still be obeyed.

ONE-HANDED WEAPONS

Bolt pistol	.1 pt
Close combat weapon	.1 pt
Inferno pistol ²	.15 pts
Plasma pistol	.15 pts
Power weapon	.10 pts
Force weapon ¹	.40 pts
Praesidium Protectiva ⁴	.10 pts
Brazier of Holy Fire	.10 pts

TWO-HANDED WEAPONS

Blessed weapon ³	.30 pts
<i>(One per army)</i>	
Bolter	.2 pts
Combi-weapons:	
Bolter-flamer	.10 pts
Bolter-plasma gun	.15 pts
Bolter-meltagun	.15 pts
Bolter-stake crossbow	.10 pts
Eviscerator	.25 pts
Mancatcher	.5 pts
<i>(Acolyte Henchman only)</i>	
Shotgun	.1 pt
Storm bolter	.10 pts
Power stake ¹	.20 pts

PSYCHIC POWERS

Divine Pronouncement	.30 pts
Hammer of the Witches	.20 pts
Hammerhand	.10 pts
His Will Be Done	.15 pts
Purgatus	.15 pts
<i>(Inquisitor Lord only)</i>	
Scouring	.20 pts
Word of the Emperor	.10 pts

WARGEAR

Auspex	.2 pts
Bionics	.10 pts
Book of St. Lucius ⁴	.5 pts
Carapace armour	.5 pts
Cloak of St. Aspira ³	.20 pts
Digital weapons ¹	.10 pts
Excruciators ¹	.5 pts
<i>(One per army)</i>	
Frag grenades	.1 pt
Hexagrammic Wards ¹	.5 pts
Inquisitorial Mandate ¹	.40 pts
<i>(One per army)</i>	
Jump pack ³	.20 pts
Krak grenades	.2 pts
Liber Heresius ¹	.20 pts
Litanies of Faith ³	.25 pts
Mantle of Ophelia ³	.15 pts
<i>(One per army)</i>	
Master-crafted weapon	.15 pts
Melta bombs	.5 pts
Power armour	.10 pts
Psi-tracker ¹	.15 pts
<i>(One per army)</i>	
Psycannon bolts ¹	.10 pts
Psychic hood ¹	.20 pts
Psyoculum ¹	.3 pts
Purity seals	.5 pts
Rosarius	.25 pts
Sacred Banner	
of the Order Militant ⁴	.50 pts
<i>(Celestial banner bearer only)</i>	
Sacred Standard ⁴	.20 pts
<i>(Celestial banner bearer only)</i>	
Sarissa ⁴	.5 pts

VEHICLE UPGRADES

Some vehicles can have the following equipment upgrades. The upgrades that may be taken are listed in the entry for the vehicle in the army list. All upgrades must be shown on the model and no upgrade may be taken more than once per vehicle.

Dozer blade	.5 pts
Extra armour	.5 pts
Blessed ammunition ⁵	.10 pts
Holy Promethium	.10 pts
Holy Icon ⁵	.10 pts
Hunter-killer missile	.15 pts
Laud Hailer ⁵	.10 pts
Pintle-mounted storm bolter	.10 pts
Searchlight	.1 pt
Smoke launchers	.3 pts

1 Inquisitors and Inquisitor Lords only.

2 Inquisitors, Inquisitor Lords and Adepta Sororitas Heroines only.

3 Adepta Sororitas Heroines only.

4 Adepta Sororitas only.

5 Adepta Sororitas vehicles only.



Auspex

An auspex is a short-ranged scanner used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit then the whole unit may shoot. These shots are taken before the battle begins, and may cause the infiltrators to fall back. The normal shooting rules apply.

Bionics

Bionics allow a character who has suffered a crippling injury to return to service. To represent this, if a model with

bionics is killed, instead of removing it, place the model on its side. Roll a D6 at the start of the next turn. On the roll of a 6 the model is stood back up with one wound, but on any other result it is removed as a casualty.

Blessed Weapon

Including such renowned weapons as the Blade of Admonition, the Axe of Retribution and the Flail of Chastisement, 'blessed weapon' is a category that includes the most revered artefacts carried to war by the Orders Militant. A blessed weapon is a Master Crafted power weapon that adds 2 to the bearer's Strength. One per army.

Book of St. Lucius

This great tome contains the many inspirational writings and sermons of St. Lucius of Agatha. Any friendly unit with a model within 6" may use the bearer's unmodified Leadership value for any Morale checks or Pinning tests it is required to take.

Brazier of Holy Fire

This holy artefact is said to light the faces of the faithful and leave the impure shrouded in darkness. In battle, the brazier can be wielded like a weapon in close combat and contains enough fuel to spray a jet of flames at the enemy. The Brazier of Holy Fire counts as a

close combat weapon. In addition, it may be used once per battle like a flamer. All of the normal rules for a flamer apply.

Carapace armour

A model that has carapace armour has a 4+ Armour save.

Cloak of St. Aspira

A magnificent cloak of velvet and fur, blessed in the Ecclesiarchal Palace of Terra to ward away the blows of the Emperor's enemies. The Cloak of St. Aspira adds 1 to a model's Armour save, so an Adepta Sororitas Heroine in power armour wearing the cloak will have an armour save of 2+.

Combi-weapons

These are basically two weapons joined together, giving the character a choice of two weapons to fire instead of one. A character who is armed with a combi-weapon may choose which of the weapons he is going to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

Combi-weapon: Bolter-stake crossbow

This fires a blessed silver stake that immolates its target in a burst of holy fire. The stake-crossbow is an Assault 2 weapon with a range of 24". Any psyker hit will be wounded on a 2+ and receives no Armour save (though Invulnerable saves may be taken as normal). On any other target, the weapon counts as Strength 3, AP5.

Digital weapons

Ancient relics thought to have been created for the Imperium by an alien race, digital weapons are powerful miniaturised versions of such weapons as the needler and laspistol. So delicate that they can fit onto a forefinger or be disguised as jewellery, they are invaluable tools for the Inquisition. A model with digital weapons may make a special attack in close combat at +2 to his Initiative in addition to his normal attacks, inflicting one Strength 4 hit on a D6 roll of 4+. Normal Armour saves are allowed.

Eviscerator

This is a grotesquely large two-handed chainsword. It must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a power fist that rolls 2D6 for Armour Penetration.

Excruciators

Excruciators are fiendish devices employed by Inquisitors to obtain information from recalcitrant prisoners or to otherwise show captured heretics and witches the error of their ways. If the bearer of Excruciators is alive at the end of the battle, each enemy psyker killed or otherwise removed from the table is worth an additional D6x10 Victory Points. One per army.

Force Weapon

These are potent psychic weapons that can only be used by a trained psyker. They are treated as a power weapon, but can unleash a psychic attack that can kill an opponent outright. Roll to hit, to wound and to save as normal. Then, as long as at least one wound has been inflicted, make a Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you cannot use another psychic ability in the same turn. If the test is passed then the opponent is slain outright, no matter how many wounds it has (but count the actual amount inflicted for determining which side won the assault). Note that a force weapon has no special effect against targets that don't have wounds, eg, Dreadnoughts, vehicles, etc. Also note that you only take one Psychic test no matter how many wounds were inflicted.

Hexagrammic Wards

The Inquisitor is protected by powerful charms and canticles of faith and devotion. Enemy psykers within 24" who attempt to use any psychic powers that would affect the Inquisitor or his retinue take their Psychic test at -1 to their Leadership. The effects are not cumulative.

Inferno Pistol

This highly rare, artificer-made weapon is granted only to the most privileged members of the Ordo Hereticus and Adepta Sororitas. The inferno pistol gets an extra D6 Armour Penetration when fired at vehicles within 3". The inferno pistol has the following profile:

Range: 6" Strength: 8 AP: 2 Pistol

Inquisitorial Mandate

Listing the many penalties of failure, this dreaded document outlines the punishments that will be meted out to those who falter in their duty to the Emperor. A model bearing an Inquisitorial Mandate may reveal it once per battle. This may be done at any time, as long as the model with the Mandate does not move in the turn it is revealed. On the turn the Mandate is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that turn as they fight to prove their devotion. Note that the Mandate may be revealed in an opposing player's turn if you wish. One per army.

Liber Heresius

Containing the wisdom of thousands of Witch Hunters, this tome allows an Inquisitor to better understand the machinations of his enemies and allows him to approach their lairs from the optimum position of attack. In missions where there is a choice of table edge, the Inquisitor must take a Leadership test before the game and if this is passed he may choose the deployment zone for his army rather than rolling a dice for it. If he fails the Leadership test on a double 6, the enemy player may choose his deployment zone. On any other outcome, roll the dice as normal for deployment.

Litanies of Faith

The Litanies of Faith contain the entire teachings of the Ecclesiarchy, and their hymnals and chants fill the Emperor's servants with burning zeal. Once per game, the character may use an Act of Faith without the need for a Test of Faith, and without expending a Faith Point.

Mancatcher

The mancatcher is a two-handed close combat weapon. For each Acolyte carrying a mancatcher in base-to-base contact with an enemy model, that enemy model's attacks are reduced by 1 to a minimum of 1 attack. Each mancatcher may only affect one enemy model.



The inferno pistol of Inquisitor Malich, hand-crafted by the Master Artificer Ernst Heckler, M38.

Mantle of Ophelia

The Mantle of Ophelia is a badge of office for high-ranking members of the Adepta Sororitas and is believed to have sacred powers of protection. The first time the wearer takes a wound that would cause an 'instant death' effect, only one wound is actually taken. The mantle may only be used once per battle. One per army.

Master-Crafted Weapon

A master-crafted weapon follows the normal rules for the converted weapon, except that it allows one failed roll to hit per turn to be re-rolled. Such a modified weapon is taken as an upgrade for a weapon already carried by a model and must be represented by a suitably ornate weapon on the model itself. A grenade cannot be master-crafted.

The upgrade cost of 15 points is added to the normal cost of the weapon but only the upgrade cost is taken against the points limit on wargear taken by the model (so a master-crafted power weapon costs 25 points but counts as only 15 points against a character's Wargear limit).

Neural whip

The flailing, psycho-conductive neural whips carried by the Mistresses of Sister Repentia squads are as much symbols of rank as they are vicious weapons that lash out at the enemies of the Emperor before they are able to strike back. A neural whip is a power weapon, and adds 1 to the bearer's Initiative.

Power armour

Made from thick ceramite plates and electronically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour is among the best protective equipment the Imperium can provide. It affords the wearer a 3+ Armour save.

Power stake

A long iron stake that immolates as it pierces the body of a psyker. The stake counts as a power weapon but against targets that have psychic powers, it will always wound on a 2+.

Praesidium Protectiva

Believed to contain shards of armour worn by the Emperor Himself, this shield can be used to defend against enemies assaulting the bearer. A model equipped with a Praesidium Protectiva may take a 4+ Invulnerable save in an assault instead of her normal armour save. The save may only be used against one opponent per turn (the defender chooses which one). Although not a weapon as such, a Praesidium Protectiva must be carried in one hand and therefore takes the place of one single-handed weapon.

Psi-tracker

If a model has a psi-tracker, one roll to hit made by any model in the Witch Hunters army may be re-rolled once per Shooting phase, so long as the target is a psyker, or is a squad with a psyker attached to it. One per army.

Psycannon bolts

The bolt weapon carried by the Inquisitor has a magazine of psychically impregnated psycannon bolts. These vary in calibre from bolt pistol size to storm bolter shells, though their potency is remarkable in all cases. A bolt weapon (storm bolter, bolter, combi-bolter or bolt pistol) with this upgrade counts as AP4. Only Armour saves may be taken against psycannon bolts – Invulnerable saves may **not** be taken.

Psychic Hood

Psychic hoods allow a Witch Hunter to nullify an opposing psyker's power. Declare that you'll use the psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Witch Hunter beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The psychic hood can be used each time an enemy model uses a psychic power.

Psyoculum

A model wearing these witch-finding eyepieces does not need to roll to determine how far it can see when using the Night Fighting rules, so long as the target is a psyker, or a squad joined by one.

Purity Seals

If a model wearing purity seals falls back, roll one extra D6 for its fall back distance, and then discard one D6 of your choice to determine the distance fallen back. If a model with purity seals

is part of a unit then this ability applies to the whole unit, not just the model with the purity seals.

Rosarius

A Rosarius is a badge of faith which incorporates a powerful conversion field that protects its wearer from harm. A model with a Rosarius gets a 4+ Invulnerable save that may be taken instead of the model's normal Armour save.

Sacred Standard

Any unit with the Adepta Sororitas rule with a model within 6" of the standard adds +1 to its combat resolution score in an assault, ie, it counts as having inflicted one more casualty than it actually did.

Sacred Banner of the Order Militant

Any Adepta Sororitas unit with a model within 12" of the Sacred Banner of the Order Militant is counted as Fearless, and will therefore ignore Morale tests and Pinning tests – they are assumed to automatically pass the test. One per army. May only be used in an army of 2,000 points or more.

Sarissa

These vicious, spiked combat attachments are used by the Adepta Sororitas to add lethal close combat utility to their standard issue bolter. The sarissa may only be used by a model equipped with a standard bolter. In any Assault phase in which the model charges, her close combat hits to wound may be re-rolled. The sarissa may not be combined with any other close combat weapon, although it may be used in conjunction with Acts of Faith. It does not count as an additional close combat weapon, so the model only ever gets to make her base number of Attacks, plus any bonus for charging.

Simulacrum Imperialis

These holy symbols of the Ecclesiarchy were once carried by one of the Imperium's many saints, or may even be wrought from their bones. The presence of the Simulacrum Imperialis allows a Faithful unit to roll one extra dice when making a Test of Faith and choose which two dice to use. This may be used once per player turn.

Targeter

Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to shoot at in the Shooting phase. After you have used a targeter then any Guess range weapons may not be fired that turn.



WITCH HUNTERS VEHICLE UPGRADES

Just as with choosing wargear for your Witch Hunter characters and units, the upgrades you choose for your vehicle should be represented on the model itself. Note that when choosing upgrades, no vehicle can have the same upgrade more than once.

Blessed ammunition

Any storm bolter or heavy bolter shots fired by the vehicle ignore cover saves.

Dozer Blade

Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain test as long as they do not move more than 6" that turn.

Extra Armour

Some Imperial vehicle crews add additional armour plating to their vehicles to provide a little extra protection. Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage table as Crew Shaken results instead.

Holy Icon

The vehicle has a suitably large and impressive symbol of the Ecclesiarchy mounted upon it, a potent sign of the

Emperor's blessing and protection. Any friendly unit with a model within 6" of the vehicle adds 1 to its Leadership for the purposes of taking any Morale checks and Pinning tests, up to a maximum of 10. The effects of multiple holy icons are not cumulative.

Holy Promethium (Immolator only)

An Immolator armed with twin heavy flammers and equipped with holy promethium will force a unit it causes a casualty upon to take a Morale check as if it had just suffered 25% or more casualties.

Hunter-killer missile

Hunter-killer missiles are a common upgrade for Imperial vehicles. They are treated as a krak missile with unlimited range and can only be used once per battle.

Laud Hailers

Proclaiming the power of the Emperor in heavenly tones, Laud Hailers fill the enemies of Mankind with dread. Any unit tank shocked by a vehicle with Laud Hailers deducts 1 from its Leadership when taking the subsequent Morale check. The effects of multiple Laud Hailers are not cumulative.

Pintle-Mounted Storm Bolter

Pintle-mounted storm bolters are fixed to the outside of a vehicle and can be used by a crewman from an open hatch or from inside the vehicle. They are treated as an extra storm bolter that can be used in addition to any other weapons the vehicle has. Note that this means that a vehicle that moves up to 6" can fire one weapon and the pintle-mounted storm bolter.

Searchlight

Searchlights are only of use in missions where the Night Fighting scenario special rule is being used. They allow one enemy unit spotted by the vehicle to be fired at by any other friendly units that are in range and have a line of sight (the enemy unit has been illuminated by the vehicle's searchlight). However, a vehicle that uses a searchlight can be fired on by any enemy units in their next turn, as they can see the searchlight shining out of the dark.

Smoke Launchers

See the Warhammer 40,000 rulebook for details of this vehicle upgrade.



WITCH HUNTERS ARMY LIST

This section of the book is given over to the Witch Hunters army list: details of the different units and vehicles an Inquisitor Lord or Adepta Sororitas Heroine can use in battle or, in your case, games of Warhammer 40,000. The army list allows you to fight battles using the scenarios included in the Warhammer 40,000 rulebook, but it also provides you with the basic information you'll require to field a Witch Hunters army in scenarios you've devised yourself, as part of a campaign series of games, or whatever else may take your fancy.

The army list is split into five sections. All of the squads, vehicles and characters in the army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a points value which varies depending upon how effective that model is on the battlefield.

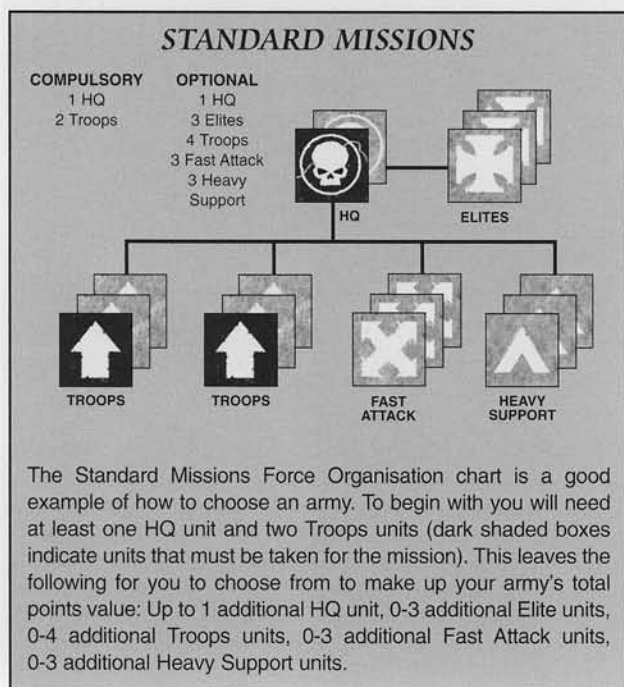
Before you can choose an army for a game you will need to agree with your opponent upon a scenario and upon the total number of points each of you will have to spend on your army. Having done this you can proceed to pick an army as described below.

Using A Force Organisation Chart

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

Using The Army Lists

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you cannot usually field models that are equipped with weapons and wargear that are not shown on the model.



Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Now you are ready to burn the witch and heretic from the Imperium.

Army List Entries

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the minimum or maximum number of choices you can make of that unit type (for example, 0-1 means you can never make more than one selection of that unit regardless of the size of the army).

Profile: These are the characteristics of that unit type, including its points cost.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the Force Organisation chart. If this is a variable amount, it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. If a squad is allowed to have models with upgrades, then these must be given to ordinary unit members, not to a character in the unit.

Special Rules: This is where you'll find any special rules that apply to the unit. Note that several special rules apply to Sisters of Battle – these are detailed on page 18.

SPECIAL WITCH HUNTERS NOTES

Strategy rating

The Witch Hunters have a Strategy rating of 3.

Sentries

When required to deploy sentries, the Witch Hunters player may use either eight Inquisitorial Storm troopers or six Sisters of Battle in power armour.

Experience

Any Witch Hunters unit that kills a psyker from the enemy HQ in a campaign will gain a bonus of +200 Experience.

Adepta Sororitas Terminology

Throughout this Codex, the term 'Adepta Sororitas' refers to the following units: Adepta Sororitas Heroines, Celestians, Battle Sister Squads, Seraphim, Dominions and Retributors.

Psyker Terminology

Throughout this book, the term 'psyker' refers to any unit or model counted as a psyker in its own Codex, or that has any power or ability that requires a Psychic test, even if such a test is normally passed automatically (such as a character with the Mark of Tzeentch).

Holy Rage

Some members of the fighting forces of the Ordo Hereticus exhibit a fanatical desire to get to grips with the enemies of the Emperor, often so much so that their commander is able to exert little or no control over them during a battle. Such models are noted in their army list entry as affected by *Holy Rage*. Models affected by this rule who are not already engaged in close combat must move at their maximum Movement rate +D6" towards the nearest enemy unit. This extra movement is not affected by difficult terrain. In addition, they must always charge and make a Sweeping Advance if able to do so.

"BY THE AUTHORITY OF THE IMMORTAL EMPEROR OF MANKIND..."

USING WITCH HUNTERS WITH OTHER ARMY LISTS

All Inquisitors have an Emperor-mandated authority to demand any Imperial materials or forces they consider necessary for the furtherance of their cause, and every Imperial citizen must answer their summons. Just as there are many differing philosophies within the Inquisition, there are many differing methods employed by the Emperor's Inquisitors. There are those who operate covertly, mindful of alerting their quarry to the presence of the Ordo Hereticus before the time is ripe to strike, using their own operatives and informants to seek out and eradicate the taint of the witch and the heretic.

Other, more martial Witch Hunters prefer a more direct approach, unleashing brutal purges and pogroms with the deliberate objective of forcing witches and heretics out into the open, regardless of how many innocents may suffer in the process. In either case, when the threat of the witch, mutant or heretic arises, the Ordo Hereticus will step in to ensure it is eradicated using whatever forces they deem necessary to complete their mission.

In practice, this means that Witch Hunters of the Ordo Hereticus can appear in armies under many different circumstances. A lone Inquisitor and his warrior band might join forces with just about any Imperial force in order to pursue his or her own agenda. An Inquisitor Lord might requisition a whole army to destroy a nascent threat, or an Ordo Hereticus force may include local forces inducted into service for the duration of the crisis. Likewise many Space Marine Chapters may have long-standing oaths or honour-debts with individual Inquisitors or the Ordo Hereticus itself, whose help can be requested if circumstances warrant.

The threat of witches, heretics and uncontrolled mutation cannot be underestimated and if thousands must die to thwart their evil machinations then so be it. Often entire planets can be brought under the sway of a powerful heretic, such as the evil Lord Varlak, whose honeyed lies may be enhanced by potent psychic powers. Such dreadful foes frequently rally the malcontent and the mutant to their banner and these threats to the Imperium are such that any methods used to eliminate them, no matter how cruel, are entirely justified.

It's a harsh universe after all...

USING INDUCTED IMPERIAL GUARD OR ALLIED SPACE MARINE CONTINGENTS

As noted earlier, even a dedicated witch hunting force may include many diverse elements brought together for the task in hand. To allow for this variant, the Witch Hunters army list contains options for Inducted Imperial Guard and Allied Space Marine forces. You'll need access to Codex: Space Marines or Codex: Imperial Guard in order to use these options.

When using Allied or Inducted troops, only the basic versions of these troop types published in the appropriate Codex can be used. No variants of any kind can be incorporated. Either inducted Imperial Guard or allied Space Marines can be used in any one Witch Hunters army, but not both.

When using units in this manner, you must first fulfil all compulsory unit choices on the Force Organisation chart from the Witch Hunters list. Once these criteria have been met, Allied and Inducted squads may be taken from the list (see page 26).

Designer's note: *It is still perfectly permissible to use, for instance, Steel Legion models as normal Imperial Guardsmen, or variant Space Marine Chapter models to stand in for normal Space Marines, although they obviously would not use any Chapter-specific rules.*

Inducted Imperial Guard

These may be elements of Imperial Guard regiments requisitioned on Inquisitorial authority, local planetary defence troops pressed into service to eliminate the forces of witchcraft and heresy, or even an Inquisitor's secretly-recruited private army.

Allied Space Marines

Allied Space Marines will usually come from a Chapter with long associations with the Ordo Hereticus. In some cases these allegiances may stretch back thousands of years, kept alive by generations of Space Marine Librarians recording each oath and honour bestowed and earned. An Inquisitor would not call upon such precious allies except in dire circumstances, to deal with some terrible threat that cannot be answered by the Adepta Sororitas in time.

Allied Space Marines may not be used if any Adepta Sororitas units are present in the Witch Hunters force.

Pure Witch Hunters Forces

For a 'pure' Witch Hunters force just stick to the forces in the army list from this book. Note that it is entirely possible to form an army based purely around the Adepta Sororitas, if you so wish, by sticking to the Sisters of Battle units available to the army. This will make for a very characterful force to play and, armed with such faith, you'll certainly have the Emperor watching over you!

Using Witch Hunters as Allies

In keeping with the many possibilities for the forces of the Ordo Hereticus to appear within Space Marine and Imperial forces, Witch Hunters units can be included as allies in any of the following Codex armies:

- Space Marines, including variant armies such as Blood Angels, Space Wolves, Dark Angels*, Black Templars, Salamanders and other loyalist Index Astartes Chapters.
- Imperial Guard and its variants, such as Catachan Jungle Fighters and Armageddon Steel Legion.
- Daemonhunters.

* Note that if Witch Hunters are present, the Inquisitorial scrutiny means that the Dark Angels' 'Hunt The Fallen' special rule is suspended.

Neither Inducted Imperial Guard nor Allied Space Marines may be included in such a contingent, and the total number of Witch Hunters unit choices may not exceed the following:

- 0-1 HQ choice
- 0-1 Elite choice
- 0-2 Troops choices
- 0-1 Fast Attack choice

Note that Heavy Support may not be chosen.

Any compulsory choices (such as the one HQ and two Troops choices in a standard mission) must be fulfilled from the 'parent' list and not the Witch Hunters list.

Witch Hunters cannot ally with a force that uses any other type of ally with the exception of separate detachments and units from other Ordos of the Inquisition.

If you have an existing Warhammer 40,000 army, this is the simplest way of incorporating an Inquisitor or a squad of Sisters of Battle. This will provide handy background hooks for campaigns and add character and unique abilities for one-off games. If you're interested in building a bigger witch hunting force, it's also a good way to build gradually and get a feel for the Witch Hunters units as you go.

HQ

0-1 Ordo Hereticus Inquisitor Lord

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	45	4	4	3	3	3	4	3	10	3+

Number/squad: 1

Options: An Inquisitor Lord may be given any equipment allowed from the Witch Hunters Armoury.

Retinue: The Inquisitor Lord must be accompanied by a retinue of Henchmen as detailed below. If the Inquisitor Lord has a retinue then he and the retinue are treated as a single unit during the battle. Note that the retinue does not count as a separate HQ choice (it does not use up one of the HQ 'slots').

SPECIAL RULES

Psyker. Ordo Hereticus Inquisitor Lords are often potent psykers and may select psychic powers from the Ordo Hereticus Psychic Powers list.

Iron Will. Psyker or not, an Inquisitor Lord will have an unbending determination to prevail, backed by a clinical understanding of how to achieve his goals. As such, an Inquisitor Lord can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. This ability is conveyed to any unit he joins. Even if failure is normally automatic, the Lord may still choose whether to pass or fail the test.

Independent Character. Unless accompanied by his retinue (see below) the Inquisitor Lord is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed he becomes an independent character and is free to join other units.

INQUISITOR'S RETINUE

Number/squad: 3-12 Henchmen for an Inquisitor Lord, 0-6 for an Inquisitor.

Options: See the Henchmen rules for Armoury options.

Transport vehicle: If the Inquisitor has a retinue and he and his unit number 10 models or less they may be mounted in a Rhino at an additional cost of +50 points, a Land Raider at +250 points or, if they number 12 models or less, a Chimera at +70 points.

"BY THE AUTHORITY OF THE IMMORTAL EMPEROR OF MANKIND..."

The following units may be used in a Witch Hunters army to represent units which have been temporarily put under the command of an Inquisitor Lord or Adepta Sororitas Heroine. They occupy spaces in the Witch Hunters Force Organisation chart according to the heading they are listed under here.

These units may not be chosen as any of the compulsory choices in an army, and Allied Space Marine units may not be used if any Adepta Sororitas units are present in the army. All units are taken exactly as they appear in Codex: Space Marines or Codex: Imperial Guard and may only use the options and upgrades listed there. Units marked with a † may only be chosen if the army contains at least two Troops choices of Allied Space Marines. Units marked with ‡ may only be chosen if the army contains at least two Troops choices of Inducted Imperial Guard.

Remember that either Inducted Imperial Guard or Allied Space Marines can be used in a Witch Hunters army, but not both.

TROOPS

Space Marine Tactical Squad

Space Marine Scout Squad

Imperial Guard Infantry Platoon

Imperial Guard Armoured Fist Squad

Note: You do not need to take an Infantry Platoon for each Armoured Fist Squad taken.

FAST ATTACK

Space Marine Assault Squad †

Space Marine Land Speeder Tornado †

Space Marine Land Speeder Squadron †

Space Marine Bike Squadron †

Sentinel Squadron ‡

Rough Rider Squad ‡

HEAVY SUPPORT

Space Marine Devastator Squad †

Space Marine Land Raider †

Space Marine Predator †

Space Marine Dreadnought †

0-1 Leman Russ Battle Tank ‡



Adepta Sororitas Heroine

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	45	4	5	3	3	3	4	3	10	3+
Palatine	35	4	5	3	3	2	4	2	9	3+

Number/squad: 1

Options: The Heroine may be given any equipment allowed from the Witch Hunters Armoury.

SPECIAL RULES

Independent Character. Unless accompanied by a retinue (see below), the Heroine is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed she becomes an independent character and is free to join other units.

Faithful. A Canoness adds 2 Faith Points, and the Palatine adds 1 Faith Point to the army's Faith Point total.

Adepta Sororitas. Heroines are subject to the special rules listed on page 18.

ADEPTA SORORITAS HEROINE'S RETINUE

The Adepta Sororitas heroine may be accompanied by a squad of Celestians, chosen from the Elites section of the army list. If chosen as a retinue, they count as part of the same choice on the Force Organisation chart as the Adepta Sororitas Heroine.

Banner Bearer: One Celestian in the retinue may be nominated as a Banner Bearer and may purchase a banner from the Armoury.

The Orders Militant are led by the most experienced warriors and greatest spiritual leaders. Such a leader inspires intense devotion in her Battle Sisters, leading them from the fore as she sings the great hymns of the Ecclesiarchy.



Most Revered Prioress Helena,

My commendations go to your Sisters of the Order of the Valorous Heart in their undertakings against the heretical infidels infesting Hive Tumulus on Farghum. The Holy Order's response to my request was most prompt, making planetfall less than a week after my entreaty was directed to them.

The fury of their righteous anger was exemplary, and countless souls were returned to the Emperor through the purifying fire of their weapons and strength of their unyielding faith. Through their actions, the hive was purged of its blasphemous perversions, and the so-called Cult Epicurean was all but eradicated.

The last few of its foul 'prophets' and apostates have fled deep within the abyss of the underhive, where my companions and I pursue them still.

The holy fury displayed by the Canoness Brigitta and her Sisters was devastating to the unholy cultists. An inspiration to behold! The terror they induced amongst the corrupted hivers caused a wave of devotion to spread through the hive. Praise be to the Emperor! The sacred Order of the Valorous Heart are a credit to the Ecclesiarchy, and indeed to the Imperium as a whole.

Inquisitor Scallen, Ordo Hereticus, 0425085.M41

O-5 Priests

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Priest	40	3	3	3	3	2	4	2	8	-

Number/squad: These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a mission. Priests must always be attached to other units, and only one may be attached to each. Priests may be attached to the following units: Celestians, Battle Sister squads, Inquisitorial Storm Troopers, Dominions, Sisters Repentia, Inducted Imperial Guard Infantry squads and Armoured Fist squads. They are never counted as independent characters.

Weapons: Las pistol or close combat weapon.

Options: Priests may be given any equipment allowed from the Witch Hunters Armoury. One Priest may be given a plasma gun at +15 points.

SPECIAL RULES

Fanatical. In the turn that they charge, a unit which includes a Priest may re-roll any failed rolls to hit.

Righteous Fury. Such is the rage imbued by a Priest's oratory that a unit including one must charge in the Assault phase if there are enemy within reach. In addition, such is their state of agitation that they always count as moving even if the models are stationary, so will be unable to fire heavy weapons.

Confessors, Missionaries and Preachers of the Ecclesiarchy often accompany the Sisters of Battle on wars of faith. Their fanatical devotion to the Imperial cult inspires all around them, as well as fighting fanatically themselves.





ELITES

Ordo Hereticus Inquisitor

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	20	4	4	3	3	2	4	2	8	4+

Number/squad: 1

Options: An Inquisitor may be given any equipment allowed from the Witch Hunters Armoury.

Retinue: The Inquisitor may be accompanied by 0-6 Henchmen (see the Inquisitor's Retinue entry on page 26 for details).

SPECIAL RULES

Psyker. Many Ordo Hereticus Inquisitors manifest psychic ability and may select psychic powers from the Ordo Hereticus Psychic Powers list.

Independent Character. Unless accompanied by his retinue, the Inquisitor is an independent character and follows all the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed, the Inquisitor becomes an independent character again and is free to join other units.



So great has been the calamitousness of these times, and such the inveterate malice of the heretics, that there has been nothing ever so clear in our statement of faith, nothing so surely settled, which they, at the instigation of the enemy of the human race, have not defiled by some sort of error. For which cause the holy Inquisition hath made it its especial care to condemn and anathematise the principal errors of the heretics of our time, and to deliver and teach the true and Imperial doctrine; even as It has condemned, and anathematised, and decreed.

Declaration of Inquisitorial mandate, Inquisitorial representative, Senate Imperialis.

Arco-flagellants

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Arco-flagellant	35	4	0	4	5	1	4	1/D6	8	4+

Number/squad: 3-6 Arco-flagellants.

Weapons: A range of implanted electro-flails, cutting claws, power-scourges and other, equally wicked devices. These count as power weapons. Arco-flagellants do not receive a bonus for being armed with an additional close combat weapon.

SPECIAL RULES

Fearless. Arco-flagellants are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be Pinned.

Invulnerable: Arco-flagellants are preternaturally fast and incapable of feeling pain, making them extremely hard to target, and even harder to kill. The Arco-flagellants' saving throw is Invulnerable.

Dangerous to Know. Arco-flagellants may not ride in vehicles. For the purposes of mission objectives, Arco-flagellants cannot capture table quarters, capture objectives or count as surviving troops in a Meat Grinder mission. In addition, no other models may ever join a unit of Arco-flagellants.

Implant Injectors: You may activate the Arco-flagellants' stimm injectors at the beginning of any of your Movement phases, and the following effects last until the end of the game.

Once activated, Arco-flagellants are subject to *Holy Rage* (see page 24). However, if the roll for additional movement is a 6, remove an Arco-flagellant as a casualty as the stims wreak havoc on their ravaged bodies.

In close combat, roll a D6 at the beginning of each Assault phase for each Arco-flagellant to determine the amount of Attacks it may make that phase, in addition to any bonus for assaulting that turn. Should a 6 be rolled for the number of Attacks, it is removed as a casualty at the end of the Assault phase after resolving its attacks. Casualties removed in this manner are in addition to any caused by the enemy during the Assault phase, and count towards determining which side won the assault.

Important note: Arco-flagellants may only be chosen if a Priest is also part of the force (a representative of the Ecclesiarchy must order the deployment of these maniacal killing machines).

Arco-flagellation is a judgement that can be carried out on those found guilty of heresy or any of a multitude of crimes against the Emperor. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with a fearsome array of lethal weaponry and chemical stimm injectors. Pacifier helms that project soothing hymnals and the images of saints into the Arco-flagellant's brain keep them under control until a trigger word is spoken that removes all such restraints. Once activated, the Arco-flagellant's body is pumped full of deadly combat stims that turn it into an unstoppable, berserk killing machine that feels no pain and has no sense of self-preservation.



Celestian Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	13	4	4	3	3	1	4	1	9	3+
Veteran Superior	+10	4	4	3	3	1	4	2	9	3+

Number/squad: 1 Sister Superior and 4-9 Celestians.

Weapons: Bolters. The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: One Celestian may be armed with one of the following heavy weapons: a heavy bolter at +5 points, a heavy flamer at +12 points, or a multi-melta at +15 points.

One Celestian may be armed with one of the following special weapons: a flamer at +6 points, a meltagun at +10 points or a storm bolter at +5 points. If no heavy weapon is chosen, then an additional Celestian may be equipped with a special weapon.

The squad can be equipped with frag grenades for +1 point per model, and/or krak grenades at +2 points per model.

Imagifer: One Celestian in the squad not carrying a heavy or special weapon may be upgraded to an Imagifer at the cost of +20 points. An Imagifer carries a Simulacrum Imperialis – see the Armoury for details.

Character: The Sister Superior may be upgraded to a Veteran Superior for an additional cost of +10 points. She may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: The Celestians may be mounted in a Rhino at an additional cost of +50 points. If the squad numbers six models or less it may be mounted in an Immolator for +65 points (see Transports on page 33 and Immolator on page 36).

SPECIAL RULES

Adepta Sororitas. Celestians are subject to the special rules listed on page 18.

Faithful. All Celestians are Faithful, regardless of the presence of a Faithful character. Each squad's presence adds +1 to the army's Faith Point total.

Holy Hatred. When in close combat with any enemy with a WS attribute, Celestians hit on a 3+ regardless of respective Weapon Skill values. This advantage does not apply if the enemy is an independent character, Tyranid Monstrous Creature or Monstrous Creature.

O-1 Sisters Repentia

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Sister Repentia	20	4	4	3(6)	3	1	3	1	6	4+
Mistress	30	4	4	3	3	1	4(5)	2(3)	10	4+

Number/squad: 1 Mistress and 4-19 Sisters Repentia.

Weapons: The Mistress is equipped with a pair of neural whips (the additional attack and Initiative bonus is represented in her profile). Each Sister Repentia is armed with a ceremonial Eviscerator.

The Sisters Repentia squad may not be joined by any other models, with the exception of a Priest (who is also subject to Holy Rage, but will not be able to fire a weapon in the Shooting phase), and may never be transported in a vehicle.

SPECIAL RULES

'Only in Death Does Duty End': At the start of the Movement phase roll a D6 to see if the unit is gripped so strongly by the desire to repent that it must rush towards the enemy. On a 1 or 2 they are subject to *Holy Rage* (see page 24).

It is the duty of the Mistress to drive her charges on towards the cleansing fires of battle. While she is alive, two dice are rolled to determine if the unit is affected by Holy Rage. If either dice is a 1 or 2, the unit will advance as described.

Righteous Zeal: Should the Repentia suffer particularly heavy losses they may be gripped by a fervour that exceeds even their normal unhinged state of mind, and should their Mistress fall their righteous anger is likely to be unleashed regardless of the outcome. Should they ever fail a Morale check they will move 2D6" towards the nearest enemy unit, instead of falling back, at the end of the enemy Shooting phase. Should this extra move take them into contact with an enemy unit, they count as having charged in the subsequent Assault phase. In close combat, the squad automatically passes any Morale checks it is required to make.

The most skilled fighters of an Order will be gathered together in specialised squads. Celestians are ferocious fighters whose burning hatred of the Emperor's enemies makes them formidable foes in combat. They are fervent adherents to the Imperial Creed and skilled practitioners of the martial disciplines of the Daughters of the Emperor of old.



To the Adepta Sororitas, those who seek absolution as a Sister Repentia occupy a state of grace that many aspire to, yet few ever attain, for to earn redemption is to give oneself entirely to the will of the Emperor. Confession and penance are part of a Sister's everyday existence, and those who fall short of the Sisterhood's rigorous codes may, in the most extreme of cases, find themselves exiled from their Order or banded into groups armed with the mighty ceremonial eviscerators and led into battle by the harsh mistresses. Indeed, through a deep-seated desire to seek the Emperor's grace, some may willingly exile themselves, finding fault in the smallest imagined transgression. These Sisters become outcasts seeking death in the heat of battle, yet at the same time are revered by their Sisters, who see them as pilgrims seeking that which can only be found in death – absolution.

If I must die, I shall welcome Death as an old friend, and wrap mine arms about it.



The Officio Assassinorum is a highly secretive organisation which trains terrifying bio-modified killers for assassination missions sanctioned by the High Lords of Terra. The diverse Temples of the Officio specialise in the different arts of murder from the bitter kiss of poison to berserk slaughter. The Inquisition has close ties with the Officio Assassinorum, and their operatives often have cause to work together.

Important note: An Officio Assassinorum Operative may only be chosen if an Inquisitor or Inquisitor Lord is also part of the force. Note that no more than one Officio Assassinorum Operative can be used in any force for any reason.



The Assassins that form the Culexus Temple are chosen because they have, or appear to have, no presence in the Warp, there is just a void. They are, to all intents and purposes, soulless.

The Assassin wears a huge helm called an Animus Speculum. During battle this is used to fire focused blasts of negative psychic energy, but its primary purpose is to block out the Culexus Assassin's innate abilities. The helm is only partially effective even while it is active, and most people can barely stand to remain in the same room with such a creature. Once on the battlefield the large eye of the Animus Speculum opens and only then does the full intensity of the Assassin's horrific abilities flood the battlefield.

The Culexus Assassin attacks using his own innate abilities enhanced by years of training, mental exercises and arcane wargear. Witches find the presence of these agents intolerable; the innate abilities of the Culexus are anathema to the forces that grant them their terrible powers.

0-1 Officio Assassinorum Operative

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	varies	5	5	4	4	2	5	3	10	4+

Number/squad: 1.

Options: An Officio Assassinorum Operative must be from one of the following Temples: Callidus, Culexus, Eversor or Vindicare. The rules for agents of each of these Temples are shown below.

Points values: An Assassin's points value is dependent upon the Temple they belong to:

Culexus	105 points	Callidus	120 points
Eversor	95 points	Vindicare	110 points

SPECIAL RULES

Independent: Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Assassins cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Fearless: Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be Pinned.

Infiltrate: Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission special rules.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

Culexus Temple Assassin

WARGEAR

Etherium: Any unit wishing to shoot at or charge the Culexus Assassin, and any psyker trying to target him with a psychic power, must first pass a Leadership test. If the test is failed they may not target the Assassin, but may attack another target instead.

Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (ie, Assault 2 becomes Assault 3 if there is one psyker within 12").

Range: 12"	Strength: 5	AP: 1	Assault 2
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Psyk-Out Grenades: Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psykers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, below) rolls 9, and so loses 2 Wounds.

SPECIAL RULES

Psychic Abomination: Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

Soulless: Any unit (friend or foe) with a model within 12" of the Culexus Assassin counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, an independent character, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

Life Drain: The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Assassin scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed (not even Invulnerable saves). This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.

Callidus Temple assassin

WARGEAR

C'tan Phase Sword. The C'tan phase sword can only be used in close combat. No saves are allowed against hits from a phase sword, not even Invulnerable saves!

Neural Shredder. The neural shredder uses the Flame template and is fired just like a flame weapon. Roll to wound as follows: the neural shredder has Strength 8 but, rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. For example, a Ld 9 model is wounded on a 5+. A roll of a 1 always fails to inflict a wound. Against vehicles, roll a D3 on the Glancing Hits table, as the crew's brains are partially protected by the vehicle's armour. The neural shredder has the following profile:

Range: Template **Strength:** X **AP:** 1 **Assault** 1

Polymorphine. The Callidus Assassin is always placed in reserve, even in missions which do not normally use the Reserves rule. When she becomes available, she may be placed anywhere on the battlefield, and can move and fight normally in the turn she arrives.

Poison Blades: If the Callidus Assassin is still in base contact with an enemy model at the end of the Assault phase, after all combats have been resolved, she may make an extra attack with her poisoned blades. This attack always wounds on a 4+, and normal Armour saves are allowed.

SPECIAL RULES

Jump Back. At the start of any Assault phase, the Callidus Assassin can attempt to disengage from combat. Roll a D6 – on a roll of a 1 she fails to disengage and must fight on in the combat normally, on a roll of 2 or more she moves that many inches away from the enemy. This move cannot be used to move into contact with a different enemy model. If this leaves the enemy unit unengaged, they may make a consolidate move at the end of the Assault phase.

A Word In Your Ear... The player with the Callidus Assassin can move one enemy unit up to 6" after both sides have deployed, but before the first turn starts. The unit's new position must be within the normal deployment zone, and the owning player may choose the facing of the unit after it has been moved.

Eversor Temple Assassin

WARGEAR

Executioner Pistol. The executioner pistol is a bolt pistol/needle pistol combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.

Bolt Pistol: **Range:** 12" **Strength:** 4 **AP:** 5 **Pistol**

Needle Pistol: **Range:** 12" **Strength:** X **AP:** 6 **Pistol**

Power weapon and melta bombs. These follow the standard rules in the Warhammer 40,000 rulebook.

Neuro-Gauntlet. This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armour save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour value.

Combat Drugs. The Eversor Assassin can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Eversor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.

SPECIAL RULES

Fast Shot. The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

Bio-Meltdown! If the Eversor is killed, place a Blast marker centred over the model. Any model touched by the template takes an automatic Strength 5 hit, with saving throws allowed as normal. The Eversor is then removed from play.

Acting covertly, the Callidus Assassin gets close to those who would practice witchery or betray the Emperor, working her way through the ranks of the minions of her prey to pull the disease out by its root.

To achieve its exacting tasks, the Callidus Temple specialises in the use and development of the shape-altering drug Polymorphine. With Polymorphine alone, a Callidus can masquerade as any human being they choose, from a beautiful young woman to a crippled old man. In addition, the Medicae Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, such as Orks and Eldar.

On the battlefield, Callidus Assassins are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army, usually by eliminating individuals and taking their place. Using this technique, the Callidus Assassin can get close to traitorous commanders or powerful psykers, influencing their strategy and finally assassinating them when the opportunity arises.



The Eversor specialise in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. In the employ of the Ordo Hereticus, Eversor Assassins are used when the corruption of heresy is believed to have spread throughout the ruling elite of an entire organisation. Whilst the more overt forces of the Ordo Hereticus face the traitorous minions of the heretic on the battlefield, the Eversor will rip the heart out of any rebellion, leaving havoc and destruction in his wake. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over as the enemy are utterly destroyed forever by the Eversor's unstoppable attack.



Vindicare Assassins practise callous, unfeeling destruction that eliminates the target with contemptuous ease. They aim to bring inglorious death to the enemies of the Emperor with a sniper's bullet, and have elevated the skills of the marksman to an art form. To complement this, the Vindicare Temple emphasises stealth and evasion techniques as well as weapons training. One of the temple's maxims is that a clean kill can only be made from an excellent firing position, and Vindicare Assassins have been known to occupy a position overlooking their target for weeks before finally taking their shot.

The skills of the Vindicare temple are commonly used to slay those who are suspected of possessing psychic powers or harbour ambitions beyond those permitted. Many a false messiah has fallen with a Vindicare's bullet through his brain as he preached his false credo. When such charismatic figures die at the hands of a faceless servant of the Emperor, their followers soon become disillusioned and fearful. In this way, many heresies have been stopped with a single shot, although there are inevitably occasions when the Vindicare is too late or the rot of dissention has spread too far, at which point the *Ordo Hereticus* will move into action.

Vindicare Temple Assassin

WARGEAR

Exitus Rifle: The exitus rifle is treated as a sniper rifle (range 36", hits on a 2+, wounds on a 4+) with an AP value of 2. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

Shield-Breaker: The shot ignores any Invulnerable save.

Turbo-Penetrator: This inflicts 2 wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration value of 3D6.

Hellfire: The shot wounds on a 2+ instead of a 4+.

Exitus Pistol: The exitus pistol has the following profile:

Range: 12" **Strength:** 5 **AP:** 2 **Pistol**

Spy Mask: The Vindicare's spy mask reduces the Cover save of his target by 1 (a 6+ save is negated, a 5+ Cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

Stealth Suit: Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook (the unit must be within 2D6x3" of the Vindicare or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (ie, if they score an 18, they can only see the Assassin if he is within 9").

SPECIAL RULES

Marksman: You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as independent characters within 6" of another unit).



Death-Cult Assassins

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Death-Cult Assassin	40	5	4	4	3	2	5	2	8	5+

Number/squad: 1-3 Death-Cult Assassins may be chosen as a single Elites choice. They are deployed as a single choice but do not need to be placed together and operate independently during the game.

Weapons: Power weapon and additional close combat weapon.

SPECIAL RULES

Independent: Death-Cult Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, they cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission.

Fearless: Death-Cult Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be Pinned.

Infiltrate: Death-Cult Assassins are extremely adept at infiltration work, and may use the Infiltrators scenario special rule when allowed to by the mission special rules.

Invulnerable: Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

Death cults can be found on many Imperial worlds; some are Chaos-spawned and lend servitude only to Khorne the Blood God, while others are religiously, fanatically dedicated to the Imperial creed, offering those they slay to the Emperor, a payment of the blood-debt all Mankind owes Him. An Inquisitor can make use of such devotees, their skill and prowess in the arts of death making them excellent executioners and infiltrators. Death cultists employ exotic ritual weapons for their work – a dizzying array of stilettos, whip-scythes and blades backed by augmentative digi-weapons and needlers.

Important note: Death-Cult Assassins may only be chosen if an Inquisitor Lord or Inquisitor is also part of the force.

TRANSPORTS

Transports are always taken as an upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a transport may also travel in it. The transports listed here may be equipped with any of the following upgrades for the cost listed in the Witch Hunters Armoury: dozer blade, extra armour, hunter-killer missile, pintle-mounted storm bolter, searchlight, smoke launchers. In addition, any Adepta Sororitas vehicle may be equipped with the following upgrades: blessed ammunition, holy icon, loud hailer. No upgrade may be chosen more than once per vehicle.

A Rhino or Chimera using its top hatch as a fire point will count as open-topped when shot at or assaulted if the Armour saving throw of any of its passengers is worse than 3+.

Chimera

	Pts	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

Type: Tank
Fire Points: 2

Crew: Imperial Guard
Access Points: 1

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 points; heavy flamer at +10 points; heavy bolter at +10 points. It may also have a heavy bolter or heavy flamer mounted in its hull at +5 points.

Transport Vehicle: A Chimera can carry up to twelve models.

Rhino

	Pts	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

Type: Tank
Fire Points: 1

Crew: Sister of Battle/Storm Trooper
Access Points: 3

Weapons: The Rhino is armed with a storm bolter.

Transport: The Rhino can carry up to ten models but may not carry any models wearing Terminator armour.

Land Raider

	Pts	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

Type: Tank
Fire Points: 0

Crew: Tech-priests
Access Points: 3

Weapons: The Land Raider is armed with a twin-linked lascannon in each side sponson and forward firing twin-linked heavy bolters mounted on the hull.

Transport: The Land Raider may carry up to ten models.



The Chimera is a highly versatile vehicle and over the millennia it has been pressed into service in a variety of different forms. By far the most common variant has a turret-mounted multi-laser and hull-mounted heavy bolter. The weapon ports on the side of the hull allow passengers to shoot their lasguns in a hail of anti-personnel fire.

The Rhino personnel carrier is a common part of many Imperial forces and allows units to move swiftly to seize an objective or strike deep into the heart of an enemy force.

The Land Raider represents the pinnacle of armoured vehicle technology in the Imperium. Its adamantium hull is so durable it can survive a direct hit from even the most powerful of enemy weaponry and its Godhammer pattern lascannons have spelled doom for countless enemy tanks over the millennia.



TROOPS

The vast majority of the Orders Militant is made up of Battle Sisters. Orphans raised by the Schola Progenium, Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strength is their unquenchable faith in the God-Emperor of Mankind, in whose name they bring fiery retribution to the mutant, the witch and the heretic.



The Inquisition maintains a string of fortresses scattered throughout the galaxy, some hidden, some extremely well known and the object of numerous dark legends. Inquisitorial Storm Troopers are charged with the protection and security of the Inquisition fortresses and the infamous Black Ships as they make their purity checks throughout the Imperium. Recruited from the Schola Progenium and certain families with a tradition of service to the Inquisition, these Storm Troopers are equipped and trained in a similar fashion to the elite Storm Troopers of the Imperial Guard. Storm Troopers undertake rigorous purity and incorruptibility tests before they are permitted to bear the Inquisitorial mark, making them preferable for use in Witch Hunter forces where the number of Adepta Sororitas available may be insufficient.

Battle Sisters Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	11	3	4	3	3	1	3	1	8	3+
Veteran Superior	+14	3	4	3	3	1	3	2	9	3+

Number/squad: Sister Superior and 9-19 Battle Sisters.

Weapons: **Bolters.** The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to two Battle Sisters may be armed with one of the following special weapons: a flamer at +6 points per model, a meltagun at +10 points per model or a storm bolter at +5 points per model.

If only one special weapon is taken, then one Battle Sister may take a heavy flamer at +12 points.

The squad can be equipped with frag grenades for +1 point per model, and/or krak grenades at +2 points per model.

Imagifer: One Battle Sister in the squad not carrying a special weapon or heavy flamer may be upgraded to an Imagifer at the cost of +20 pts. An Imagifer carries a Simulacrum Imperialis – see the Armoury for details.

Character: The Sister Superior may be upgraded to a Veteran Superior at a cost of +14 points. A Veteran Superior is Faithful and contributes 1 Faith Point to the army total, and may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: If the squad numbers ten models or less, it may be mounted in a Rhino at an additional cost of +50 points. (see Transports on page 33).

SPECIAL RULES

Adepta Sororitas: Battle Sisters are subject to the special rules listed on page 18.

Inquisitorial Storm Troopers

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	10	3	4	3	3	1	3	1	8	4+
Veteran	+10	3	4	3	3	1	3	2	8	4+

Number/squad: 5-10 Storm Troopers.

Weapons: Hellgun with targeter and frag grenades.

Options: Up to two Storm Troopers may exchange their hellgun and targeter for a flamer at +5 points, a meltagun at +10 points, a plasma gun at +10 points, or a grenade launcher at +10 points. The squad can be equipped with krak grenades for +2 points per model.

Character: For an additional cost of +10 points, one Inquisitorial Storm Trooper may be upgraded to a Veteran. The Veteran may be given any equipment allowed by the Witch Hunters Armoury.

Transport vehicle: The Inquisitorial Storm Troopers may be mounted in Rhino at an additional cost of +50 points or a Chimera at +70 points (see Transports on page 33).

Designers' Note: The Ordo Hereticus often call upon the Adeptus Arbites to aid them in their work, using them to round up known criminals and screen them for signs of deeper corruption. Hence, Inquisitorial Storm Trooper squads may be used to represent squads of the Adeptus Arbites, by replacing each trooper's hellgun and targeter with a shotgun at no extra cost. All other options remain unchanged.



FAST ATTACK

Seraphim Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	22	4	4	3	3	1	4	1	9	3+
Veteran Superior	+10	4	4	3	3	1	4	2	9	3+

Number/squad: Sister Superior and 4-9 Seraphim.

Weapons: Two bolt pistols (count as twin-linked for shooting, and as an additional close combat weapon in an assault) and frag and krak grenades.

Options: Up to two Seraphim may replace their twin bolt pistols with twin hand flamers (these fire together with the same effect as a flamer, but count as two close combat weapons in an assault) at an additional cost of +7 points, or twin inferno pistols (count as twin-linked for shooting, and as an additional close combat weapon in an assault) at +15 points per model. The squad may be equipped with melta bombs at an additional cost of +4 points per model.

Character: The Sister Superior may be upgraded to a Veteran Superior for an additional cost of +10 points and can be given any equipment allowed from the Witch Hunters Armoury. As long as the Seraphim Veteran Superior is alive, the squad counts as having a Simulacrum Imperialis.

SPECIAL RULES

Jump Packs: Seraphim are equipped with jump packs and follow the rules for jump packs given in the Warhammer 40,000 rulebook.

Adepta Sororitas: Seraphim are subject to the special rules listed on page 18.

Faithful: All Seraphim are Faithful, regardless of the presence of a Faithful character. Each squad of Seraphim adds 1 Faith Point to the army's Faith Point total.

Hit and Run: At the end of a round of close combat, the Seraphim may choose to break off if they and at least some of their close combat opponents do not have to fall back. The unit falls back 3D6" in any direction and automatically regroups at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate. A Seraphim squad joined by an Adepta Sororitas Heroine equipped with a jump pack does not benefit from this rule.

Angelic Visage: Any Adepta Sororitas unit with a model within 6" of at least one model in the Seraphim unit adds +1 to their Leadership, up to a maximum of 10, when taking Morale checks and Pinning tests. Note that other units of Seraphim do not benefit from this rule and it is not cumulative.

Dominion Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Dominion	11	3	4	3	3	1	3	1	8	3+
Veteran Superior	+14	3	4	3	3	1	3	2	9	3+

Number/squad: 1 Sister Superior and 4-9 Dominions.

Weapons: Bolters. The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to four Dominions may be armed with one of the following special weapons: a flamer at +9 points, a melta gun at +15 points or a storm bolter at +8 points.

The squad can be equipped with frag grenades for +1 point per model and/or krak grenades at +2 points per model, or melta bombs at +4 points per model.

Imagifer: One Dominion in the squad not carrying a special weapon may be upgraded to an Imagifer at the cost of +20 points. An Imagifer carries a Simulacrum Imperialis – see the Armoury for details.

Character: The Sister Superior may be upgraded to a Veteran Superior at a cost of +14 points. A Veteran Superior is Faithful and contributes 1 Faith Point to the army total, and may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: The Dominions **must** be mounted in a transport vehicle. This may be a Rhino, costing an additional +50 points (see transports on page 33) or, if the squad numbers six models or less, it may be mounted in an Immolator for +65 points (see page 36).

SPECIAL RULES

Adepta Sororitas: Dominions are subject to the special rules listed on page 18.

Seraphim are experienced warriors who are exclusively trained in the use of jump packs. They are also highly dextrous, having perfected the technique of firing two pistols at once. This makes them very mobile, hard-hitting, and able to fight in close combat if necessary.



Battle Sisters who are trained in the use of more specialised weapons such as flamers, storm bolters and meltaguns are known as Dominions, and each Order maintains several units which contain more of these specialists than an ordinary Battle Sisters squad.



HEAVY SUPPORT

Retributors carry a disproportionate number of heavy weapons compared to a standard Battle Sisters squad. As many of them carry powerful but short-ranged weaponry, such as heavy bolters and multi-meltas, Retributors often ride aboard an Immolator, further improving their effectiveness in a close support role.



The Immolator is a design exclusive to the Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly twin heavy flammers, multi-meltas, or heavy bolters. As well as its armament, the Immolator can carry a squad into the heart of the enemy army.

Important note: Immolators may only be chosen if Adepta Sororitas are part of the force.

Heretics crave the cleansing fire of absolution. They need not fear, for we shall deliver.

This arcane machine of war is only vaguely understood by the Tech-priests who must service it, and many Exorcists have been in service since the Age of Apostasy, further adding to their temperamental nature. Each machine is an individual work of art, its battlefield role of providing devastating long-range fire support being secondary to its significance as a potent, divine symbol of the power of the Emperor.

Retributor Squad

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Retributor	11	3	4	3	3	1	3	1	8	3+
Veteran Superior	+14	3	4	3	3	1	3	2	9	3+

Number/squad: 1 Sister Superior and 4-9 Retributors.

Weapons: Bolters. The Sister Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to four Retributors may be armed with one of the following heavy weapons: a heavy bolter at +15 points per model or a multi-melta at +25 points per model.

The squad can be equipped with frag grenades for +1 point per model, and/or Krak grenades at +2 points per model.

Imagifer: One Retributor in the squad not carrying a heavy weapon may be upgraded to an Imagifer at the cost of +20 points. An Imagifer carries a Simulacrum Imperialis (see the Armoury for details).

Character: The Sister Superior may be upgraded to a Veteran Superior at a cost of +14 points. A Veteran Superior is Faithful and contributes 1 Faith Point to the army total, and may be given any equipment allowed from the Witch Hunters Armoury.

Transport vehicle: If the squad numbers six models or less it may be mounted in an Immolator for +65 points.

SPECIAL RULES

Adepta Sororitas: Retributors are subject to the special rules listed on page 18.

Immolator

	Pts	Front Armour	Side Armour	Rear Armour	BS
Immolator	65	11	11	10	4

Type: Tank **Crew:** Battle Sisters

Fire points: 1 **Access Points:** 3

Weapons: The Immolator is armed with twin heavy flammers.

Options: The Immolator can upgrade its twin heavy flammers to a twin-linked multi-melta at +20 points, or a twin-linked heavy bolter at +5 points.

The Immolator may be given any of the following vehicle upgrades at the cost listed in the Armoury: blessed ammunition; dozer blade; extra armour; holy icon; hunter-killer missile; laud hailer; searchlight; smoke launchers; holy promethium.

Transport: The Immolator may carry up to six models but may not carry any models wearing Terminator armour.

SPECIAL RULES

Twin heavy flammers: The Immolator's twin heavy flammers are fired like an ordinary heavy flamer. However, any failed rolls to wound or to penetrate a vehicle's armour may be re-rolled. Because accurate aiming is not essential for the weapon's effectiveness, the Immolator may move 12" and still fire its twin heavy flammers.

Exorcist

	Pts	Front Armour	Side Armour	Rear Armour	BS
Exorcist	135	13	11	10	4

Type: Tank **Crew:** Battle Sisters

Weapons: Exorcist launcher

Options: The Exorcist may be given any of the following vehicle upgrades at the cost listed in the Armoury: blessed ammunition; dozer blade; extra armour; holy icon; hunter-killer missile; laud hailer; pintle-mounted storm bolter; searchlight; smoke launchers.

SPECIAL RULES

Exorcist Launcher: The multiple barrels of the Exorcist launcher can fire a hail of missiles at the enemy, obliterating the target with one devastating salvo. Each turn, after nominating a target for the Exorcist, roll a D6 to see how many missiles are launched. Roll to hit as normal for each missile.

Exorcist Missiles:

Range: 48"

Strength: 8

AP: 1

Heavy D6

Penitent Engines

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Penitent Engine	80	4	2	5(10)	11	11	10	3	D6

Type: Walker, Open Topped

Crew: Penitent

Squadron: Penitent Engines are fielded in squadrons of 1 to 3 models.

Weapons: Two Dreadnought close combat weapons. Penitent Engines do not gain a bonus for being armed with an additional close combat weapon. Each arm is fitted with a single flamer which fire together as a heavy flamer. The first Weapon Destroyed result reduces the Engine's Attacks by 1 (to a minimum of 1) and reduces the heavy flamer to a flamer. The second Weapon Destroyed result reduces the Attacks by a further 1 (to a minimum of 1) and reduces the model's Strength to 5, in addition to destroying the flamer.

SPECIAL RULES

Rampage: Penitent Engines ignore any Crew Shaken and Crew Stunned results on the Vehicle Damage tables.

Holy Rage: Penitent Engines squadrons are subject to the Holy Rage rule found on page 24.

Battle Frenzy: A Penitent Engine must always fire its weapons if able to do so, and must always attempt to cover as many targets as possible with the Flamer template. Once in base-to-base contact, each Penitent Engine rolls at the beginning of every Assault phase it is in combat to determine its Attacks characteristic. The +1 Attack for charging is in addition to this.

O-1 Orbital Strike

	Pts	Str	AP	Notes
Lance Strike	70	10	1	Ordnance blast
Melta torpedo	80	8	3	Ordnance blast; 2D6 armour penetration
Psyk-out warhead	30	9	1	Variable blast radius; see below

Options: Select the strike from the types available above.

SPECIAL RULES

Plotting: The orbital strike must be keyed to a specific piece of terrain at the start of the battle. Make a note of the plotted target before forces are deployed but after deployment zones have been determined.

Timing: An orbital strike will always use the Reserves special rule even in missions where reserves are not allowed. Once the orbital strike is available, it lands in each Shooting phase of the Witch Hunters player's turns thereafter. The Witch Hunters player can opt not to roll for the onset of the orbital strike if he wishes, but once the roll has been passed, the orbital strike will continue each turn until the end of the game – you can delay a strike but once it's started it doesn't stop.

Placement: The Blast marker for the strike can be placed anywhere within the specified terrain piece. If the terrain piece is too small, make sure the central hole of the template is over the terrain piece in question.

(In)accuracy: Even for ships in low orbit, precision fire is extremely difficult. An orbital strike scatters just like an Ordnance weapon but if a Miss is rolled the distance scattered is double the number scored on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.

Ordnance Barrage: All orbital strikes except Psyk-out warheads count as Ordnance barrages for the purposes of inflicting Pinning tests.

Psyk-out warhead: Once the impact point of the psyk-out strike has been determined, roll 2D6 to discover how many inches from this point the drifting cloud of anti-psykic fallout spreads. Any model even partially within this blast radius will be affected. The strike has no effect against normal troops, but against psykers it has a Strength of 9, which is compared to the target's Leadership, rather than its Toughness. This attack counts as AP1, though Invulnerable saves may be taken against its effects. Rather than losing a wound, affected models lose a psychic power, chosen by the Witch Hunters player. The power must be one that was chosen as an upgrade for the psyker – 'innate' powers and abilities are unaffected.

Psyk-out weapons are non-discriminatory – should a psychic Witch Hunter be unfortunate enough to be affected by the blast, his opponent may remove one of his powers!

When a repentant heretic's crimes are so heinous that not even arco-flagellation is punishment enough, he may be interred in one of the ancient and holy shriving machines known as Penitent Engines. Driven by the heretic's frenzied need for forgiveness, the armoured machine charges forward into the enemy ranks, knowing that only in death can forgiveness be granted. Such machines are holy relics in themselves and a potent reminder of the fate of heretics.

Important note: Penitent Engines may only be chosen if a Priest is also part of the force (a representative of the Ecclesiarchy must order the deployment of these revered machines).

In the direst circumstances, Inquisitors are empowered to declare Exterminatus upon a world that has been lost to heresy or mutation, ending such abominations against the Emperor in a cataclysmic rain of fire from ships in orbit. On occasion those same ships may be called upon to make more limited strikes in the hopes of destroying the lair of a powerful heretic or other adversaries. This is often extremely dangerous for friendly forces in the area, as an orbital strike is never the most accurate of weapons and is a measure of how grim the situation has become to risk such actions. Peculiar to the Ordo Hereticus, Psyk-out weapons are produced using an extremely rare substance thought to be a by-product of the esoteric processes that sustain the Astronomican, scattering a fine, actinic residue as they explode above the battlefield that deadens psychic abilities.

Important note: An Orbital Strike may only be chosen if an Inquisitor or Inquisitor Lord of the Ordo Hereticus is also part of the force. The terms of the Decree Passive forbid the Ecclesiarchy from maintaining its own war fleets, and so the Sisters of Battle are reliant upon the Imperial Navy and Inquisitorial vessels for this type of support.

I hereby sign the death warrant of an entire world and consign a billion souls to Oblivion

INQUISITOR LORD KARAMAZOV

The Pyrophant Judge of Salem Proctor

Inquisitor Lord Fyodor Karamazov's reputation as a ruthless, unforgiving Witch Hunter was already well known throughout Segmentum Solar when he famously clashed with Ecclesiarch Decius XXIII in 945.M41. The confrontation almost came to outright battle, and concerned the exorcisation and eventual immolation of a young preacher from the world of Salem Proctor. This world had broken faith with the Ecclesiarchy, its apostate cardinal turning the world's resources to his own ends and casting out all who defied him. Inquisitor Lord Karamazov led a fleet, together with two entire orders of the Adepta Sororitas, to depose the apostate cardinal, but upon its arrival, he found the world already in rebellion against its traitorous ruler.

A lowly preacher named Icarael led the revolt of the populace of Salem Proctor against the traitor cardinal and together with the Inquisitor's forces, defeated his armies and cast him from the burning ruins of his cathedral. None who met the young man could fail to be moved by his simple eloquence, his devotion to the Emperor or his humility. To some, his incredible rallying of a planet was proof that Icarael was divinely guided and that the light of the Emperor moved within him. It did not take long before Inquisitors of the Thorian faction heard of this incredible young cleric and, feverish with the prospect of discovering a potential vessel of the Emperor's spirit, they set out for Salem Proctor. But Inquisitor Lord Fyodor Karamazov, marching over the charred bones of heretics in his monstrous Throne of Judgement, had other ideas.

Karamazov had risen steadily in the Ordo Hereticus for decades, acquiring many supporters within the more hard-line puritan elements of the Inquisition for his unflinching determination to punish witchcraft and heresy without mercy. His deeds were replete with the rigid application of the Imperial Creed and, though some within the Inquisition criticised his inflexibility and claimed that he had sent thousands of innocents to their deaths, Karamazov would reply with Judge Traggat's famous maxim that claims of innocence meant nothing; serving only to prove a foolish lack of caution.

A staunch Amalathian, Karamazov was bitterly opposed to the notion of change, believing that the Emperor's plan for His people must be left to unfold as He had planned and without the arrogant intervention of those who believed that they understood His will. Before the Thorian Inquisitors arrived, Karamazov arrested Icarael, taking him to the Inquisition fortress of Severian and placing him in the Chambers of Truth and Penitence. Karamazov was a harsh judge and brooked no pleas of innocence, once famously boasting that he had sent more witches and heretics to their deaths than Macharius. For six months Karamazov subjected Icarael to all the tortments and theological arguments at his disposal, ignoring the repeated demands of other Inquisitors and members of the Ecclesiarchy who wished to see the preacher.

Ecclesiarch Decius XXIII petitioned the Masters of the Inquisition to have Icarael released, and other Inquisitors mobilised local forces and prepared to lay siege to Severian if they were not granted access to the preacher, but by then it was too late. Acting as judge, jury and executioner, Karamazov ascended the Throne of Judgement and pronounced his sentence upon Icarael – he was a false prophet of the Emperor and would be purified in the cleansing fires of absolution. Sentence was notarised by the throne's lexmechanic and then carried out by the implanted execution-servitor. With sentence passed, the charred remains of Icarael were delivered to the Ecclesiarchy for interment and Karamazov returned to his duties. The Ecclesiarch called for his immediate arrest and examination, but when the taint of Chaos was later uncovered on Salem Proctor amongst those who had followed the teachings of Icarael, Karamazov was vindicated in the most public way possible. Despite this, Karamazov had earned the undying enmity of the Ecclesiarchy and the Thorian faction of the Inquisition.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Karamazov	205	4	4(5)	6	5	4	4(5)	3	10	2+

Any Witch Hunters army of 1,500 points or more may include Inquisitor Lord Fyodor Karamazov as a special character. If you decide to take him then he counts as one of the HQ choices for the army and he must be used exactly as described below. He may not be given any additional equipment from the Witch Hunters Armoury.

Equipment: Sage Henchman, Execution Servitor armed with multi-melta, servo-skull, Rosarius, Sword of Justice (master crafted power sword), Inquisitorial Mandate, Throne of Judgement (see below).

SPECIAL RULES

Iron Will. An Inquisitor Lord will have an unbending determination to prevail, backed by a clinical understanding of how to achieve his goals. As such, Karamazov can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. Even if failure is normally automatic, he may still choose whether to pass or fail the test.

Monstrous Creature. Due to the size and power of the Throne of Judgement, Inquisitor Lord Fyodor Karamazov is considered a Monstrous Creature and follows all the rules for them as described in the Warhammer 40,000 rulebook.

Strength in Solitude. Karamazov may not join friendly units and may be picked out by enemy shooters even if he is within 6" of other targets. All other normal targeting restrictions, such as range and line of sight, apply.

Uncompromising. Such is the fearsome reputation of Inquisitor Lord Karamazov, that all who fight alongside him are motivated as much by his fervour to punish wrongdoers as his notorious vengeance upon those who fail him. All friendly units within 12" of the Inquisitor may re-roll failed Morale and Pinning tests. Note that where failure is automatic, this ability confers no bonus.

Throne of Judgement. Discovered buried within the Crypts of Abraxas, the spirit of this forgotten relic of technology was reinvigorated and presented to Karamazov upon his ascension to the rank of Inquisitor Lord. This ancient device boosts the Inquisitor Lord's Strength, Toughness and Wounds characteristics (all bonuses are included in his profile above).

Retinue. Karamazov and his retinue are treated as one individual model, with a combined profile. No other Henchmen may be bought, and none can act separately or are removed as casualties for any reason. Linked with the logister of the Throne of Judgement, Inquisitor Karamazov's Lexmechanic counts as two Sage Henchmen (the bonus to the model's BS is already included in his profile above) and the Execution Servitor counts as a Gun Servitor that can fire its multi-melta even if the Inquisitor Lord moves in the Movement phase. The Inquisitor Lord is also accompanied by a Servo-Skull Familiar.

*"There is no such thing as a plea of innocence in my court.
A plea of innocence is guilty of wasting my time. Guilty."*

Inquisitor Lord Fyodor Karamazov



SAINT CELESTINE

Hieromartyr of the Palatine Crusade

Of her life before she was declared a Living Saint, very little is known of Celestine, other than that she was a Sister Repentia of the Order of Our Martyred Lady. She was but one warrior amongst the beleaguered faithful fighting a protracted war against the heretics of the Palatine Schism.

The war against the schismatics had ground to a stalemate upon the apostate world of Eurytion. Celestine was to be found at the head of the first wave attacking the capital's walls, her fury a terrible thing to those who witnessed it. Celestine fell that day, along with every other Repentia, but despite the defeat, it was said that she accounted for over one hundred schismatics during the assault, her Eviscerator cleaving them into ragged chunks as she and her sisters screamed for absolution. As the army retreated and darkness fell, her ruined body was recovered from the breach and carried off by a solemn procession of sisters.

As Celestine's body was set down amongst the honoured dead, her sisters saw that life lingered within her yet. They saw in her eyes the light of one touched by the divine will of the Emperor, and reverently approached, cleansing her body of the blood and filth of battle until she stood flawless before them.

The next day, the assault on the city was resumed with Celestine at its head. It fell within scant hours and the remainder of the 'Palatine Crusade' passed in a bloody whirlwind of vengeance as Celestine was hailed as the Crusade's figurehead, the entire sector being scoured of not just the schismatics but every being the crusaders deemed unworthy of existing upon the worlds of Man.

Lord Ansgar, the Crusade's leader, believed that the crusade would reach its conclusion at the capital world of the Palatine sector, but Celestine insisted upon first liberating a small, backwater world named Sanctus Lys. Unknown to all but her, the world was home to the ancient Shrine of the Fiery Heart, a holy place once visited by Saint Katherine. Amidst its shattered ruins, Celestine ordered a broken altar moved aside, and the flagstones beneath it taken up. Carrying out her orders, her followers uncovered the entrance to a hidden crypt. Barring any from following her, she descended dusty steps that none had trodden for millennia.

Her followers awaited her return, at first with patience but, as time passed, with increasing concern. Yet Celestine had been firm in her order that none should follow her into the crypt. At length, as the first light of dawn broke above the ruined shrine, Celestine rose from the tomb, borne aloft on a column of divine radiance and attended by cherubs and doves. She was now clad in a suit of shining golden armour, and wielded a blade wreathed in sweet-scented petals, its blade so bright none could bear look upon it. She gazed around, and all who dared meet her eyes were struck down by equal parts heavenly adoration and infernal terror.

After her apotheosis, Lord Ansgar and a conclave of his Thorian compatriots declared Celestine a Living Saint. She was hailed as the 'Hieromartyr of the Palatine Crusade' and fought at the vanguard of numerous Wars of Faith. Her presence invested the faithful with an unprecedented fervour, and hundreds of thousands of heretics met a fiery end at the hands of her armies. Many were fearful in her presence, for to stand before her was to submit to the judgment of one whose example could never be emulated. Her influence upon the Adepta Sororitas, for whom she became the focus of total veneration, was miraculous; she was a Living Saint, whom the Sisters of Battle would follow to the very centre of the Eye of Terror were she to lead them there.

Celestine was lost to the Imperium whilst fighting the renegade Warmaster of Forrax. When the lunatic Warmaster triggered the meltdown of the ancient atomic pile at the heart of his fortress, an area many miles across was blasted to atoms. Many believe she perished at the moment of her triumph, yet none survived to give a true account of the battle's conclusion. The mighty Tower of Heroes upon sacred Terra tolled once to proclaim her loss to the faithful, a billion souls pausing in their toil and looking towards the Emperor's Palace, united in their grief for the fallen heroine. But the Sororitas, at prayer within the halls of the Convent Prioris were gladdened by the mournful peal, for they knew that had she fallen, Celestine would even now be sitting at the side of the Emperor.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
St. Celestine	201	5	5	3 (5)	3	3	5	3	10	2+/4+

Any Witch Hunters army of 1,500 points or more may include Saint Celestine as a special character. If you decide to take her then she counts as one of the HQ choices for the army and must be used exactly as described below. She may not be given any additional equipment.

Wargear: The Ardent Blade, Armour of Saint Katherine.

SPECIAL RULES

Adepta Sororitas: Saint Celestine is subject to the special rules listed on page 18.

Independent Character. Celestine is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook.

Armour of Saint Katherine: This most revered of armour confers a 2+ Armour save or a 4+ Invulnerable save.

Fearless: Celestine automatically passes any Morale check or Pinning test she is required to make, even if failure is normally automatic. She confers this ability on any unit she joins.

Miraculous Intervention: Should Celestine ever lose her last wound, she must immediately make an unmodified Leadership test. If the test is failed, she is removed as a casualty. If the test is passed, she is removed from the table and placed in reserve. Begin rolling for her to reappear on the next Witch Hunters turn – on that turn she will arrive on a D6 roll of 4+, the turn after that a 3+ and so on, as per the normal Reserve rules. This roll may not be modified, for example, by such wargear as Improved Comms, unless part of a Scenario Special Rule. When available, Celestine will enter play via the Deep Strike rules, with 1 Wound remaining. Note that this rule is applicable even if Celestine died as a result of an Instant Death attack, and it can occur multiple times throughout a battle.

For the purposes of calculating Victory Points, Celestine is considered a casualty if she fails her Leadership test upon losing her last wound as described above, or if she passes the test, but is still in reserve when the game ends.

The Ardent Blade: This sacred relic counts as a Blessed Weapon, and in the Shooting phase may be fired as a flamer. It does not count towards the maximum of one Blessed Weapon per army.

Faithful: Celestine's presence adds three Faith Points to the army's total. However, she does not benefit from the Martyrdom special rule, instead the first time she is removed from play for any reason, the Faith Point pool is immediately reduced by D6 Faith Points. If this takes the pool to below 0, no more Faith Points may be generated through Martyrdoms for the rest of the game.

Wings of Faith: The wings confer the same effects as a jump pack, and allow Celestine to make use of the Hit & Run rule described in the Seraphim army list entry. In addition, instead of assaulting, Celestine may always make an additional move of up to 6" in the Assault phase if she is not engaged in close combat or joined to a squad. This additional move is always made according to the rules for a model using a jump pack. Celestine may make this move on the turn she Deep Strikes, but may not use it to initiate an assault.

"She was as an angel, pure as righteous destruction. She laid low the twisted and lifted the hearts of the righteous. At her passing, a million voices cried out her name. Shall we ever again see her like? No, not now, nor ever again..."

*Sister Patricia of the Orders Famulus,
on the disappearance of Saint Celestine*



REFERENCE

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor Lord	4	4	3	3	3	4	3	10	3+
Inquisitor	4	4	3	3	2	4	2	8	4+
Canoness	4	5	3	3	3	4	3	10	3+
Palatine	4	5	3	3	2	4	2	9	3+
Priest	3	3	3	3	2	4	2	8	-
Celestian Superior	4	4	3	3	1	4	2	9	3+
Celestian	4	4	3	3	1	4	1	9	3+
Sister Superior	3	4	3	3	1	3	2	9	3+
Battle Sister	3	4	3	3	1	3	1	8	3+
Seraphim Superior	4	4	3	3	1	4	2	9	3+
Seraphim	4	4	3	3	1	4	1	9	3+
Arco-flagellant	4	0	4	5	1	4	1/D6	8	4+
Mistress	4	4	3	3	1	4(5)	2(3)	10	4+
Sister Repentia	4	4	3(6)	3	1	3	1	6	4+
Imperial Assassin	5	5	4	4	2	5	3	10	4+
Death Cult Assassin	5	4	4	3	2	5	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Storm Trooper	3	4	3	3	1	3	2	8	4+
Henchman	3	3	3	3	1	3	1	8	6+
Warrior Henchman	3	4	3	3	1	3	1	8	4+
Crusader	4	3	3	3	1	3	1	8	4+

* Indicates an Invulnerable save.

Weapon	Range	Str	AP	Notes
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Combi-stake crossbow	24"	3	5	Assault 2; wounds psykers on 2+ with no save
Exorcist missile	48"	8	1	Heavy D6
Flamer	Template	4	5	Assault 1; no cover save
Firearms	24"	4	6	Rapid Fire; Gets Hot!
Grenade launcher (frag)	24"	3	6	Assault 1; Blast
Grenade launcher (krak)	24"	6	4	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1; no cover save
Heavy stubber	36"	4	6	Heavy 3
Hellgun	24"	3	5	Rapid Fire
Hellpistol	12"	3	5	Pistol
Hunter-killer missile	Unlimited	8	3	Heavy 1
Inferno pistol	6"	8	2	Pistol; 2D6 armour pen. within 3"
Lascannon	48"	9	2	Heavy 1
Las pistol	12"	3	-	Pistol
Melta gun	12"	8	1	Assault 1; 2D6 armour pen. within 6"
Missile launcher (frag)	48"	4	6	Heavy 1; Blast
Missile launcher (krak)	48"	8	3	Heavy 1
Mortar	G48"	4	6	Heavy 1; Blast
Multi melta	24"	8	1	Heavy 1; 2D6 armour pen. in 12"
Plasma cannon	36"	7	2	Heavy 1; Blast; Gets Hot!
Plasma gun	24"	7	2	Rapid Fire; Gets Hot!
Plasma pistol	12"	7	2	Pistol; Gets Hot!
Shotgun	12"	3	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1; 2+ to hit; 4+ to wound
Storm bolter	24"	4	5	Assault 2

Orbital Weapons	Strength	AP	Notes
Lance Strike	10	1	Barrage Ord blast
Melta torpedo	8	3	Barrage Ord blast; 2D6 Armour Pen
Psyk-out warhead	9	1	See army list entry for special rules

	Armour							
	WS	BS	S	Front	Side	Rear	I	A
Land Raider	-	4	-	14	14	14	-	-
Rhino	-	4	-	11	11	10	-	-
Immolator	-	4	-	11	11	10	-	-
Exorcist	-	4	-	13	11	10	-	-
Chimera	-	3	-	12	10	10	-	-
Penitent Engine	4	2	5(10)	11	11	10	3	D6

SPECIAL RULES

Shield of Faith: Any psychic power targeted at an Adepta Sororitas unit or including it in its area of effect is nullified on 5+. Force Weapons do not kill Adepta Sororitas outright (treat as power weapons instead). Minor Psychic Powers have no effect at all.

Holy Rage: Models not already engaged in close combat must move at their maximum Movement rate +D6* towards the nearest enemy unit; the extra D6* movement ignores difficult terrain. They must always charge and make a Sweeping Advance if able to do so.

ACTS OF FAITH

Hand of the Emperor: Roll equal to or under the current squad size (12 always fails). Use in either player's Assault before rolling to hit. +2 Strength, strike at Initiative 1.

Divine Guidance: Roll equal to or under the current squad size (12 always fails). Use in either player's Assault phase/own Shooting phase, before rolling to wound. If used in the Shooting phase, add to wound rolls of 6 count as AP1. If used in the Assault phase, add to wound rolls of 6 count as being made by a power weapon.

Spirit of the Martyr: Roll equal to or over the current squad size. Use at the beginning of enemy Shooting phase, or at the beginning of either player's Assault phase. Unit's Armour save becomes Invulnerable for that phase.

The Passion: Roll equal to or over the current squad size. Use at the beginning of either player's Assault phase. Unit gains +2 Initiative. May not be combined with Hand of the Emperor. Does not override any weapons or wargear that change Initiative.

Light of the Emperor: Roll equal to or over the current squad size. Use at the beginning of own Movement phase. Unit is Fearless until the beginning of its next Movement phase, and will automatically pass any Morale or Pinning tests. If the unit is falling back when it uses Light of the Emperor, it will also automatically regroup, regardless of normal restrictions.

PSYCHIC POWERS

Divine Pronouncement: Use in the Shooting phase instead of firing a weapon. One enemy unit within 18" and not in close combat must make a Morale check, with its Ld modified by the difference between its Ld and the Inquisitor's if his is higher.

Hammer of the Witches: Use in the Shooting phase instead of firing a weapon. May be used even if engaged in an Assault, and does not require line of sight. D6 enemy psykers, starting with the closest, must pass a Ld test or suffer a Perils of the Warp attack.

Hammerhand: Use at the beginning of any Assault phase. Doubles basic Strength of user until his next turn. Psyker counts as having an additional close combat weapon. Note this power does not affect Armour saves or striking order. Psyker may not use any weapons until the beginning of his next turn.

His Will Be Done: Use in the Assault phase before making any attacks. Each wound caused by the Inquisitor counts as two for the purpose of determining which side won the assault.

Purgatus: Use in the Shooting phase instead of firing a weapon. Target any enemy Independent Character within 24". Both players roll D6 + model's Leadership. If the Inquisitor Lord scores higher, the enemy character's Leadership is reduced by 3 for the remainder of the game. May only be used successfully once per enemy character.

Scourging: Use in psyker's Shooting phase instead of firing a weapon. Counts as a weapon with the following profile.

Range: 18" Str: 5 AP: 5 Assault D6

Roll to hit, wound and save as normal. Ignores Invulnerable saves.

Word of the Emperor: Use at the beginning of the enemy Assault phase. Enemy units attempting to charge the psyker or his unit must pass a Leadership test. If they fail, they may not assault at all that turn.

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Sisters of Battle
by John Blanche

WITCH HUNTERS

The Witch Hunters of the Ordo Hereticus are perhaps the most sinister of all Inquisitors as the threats they must face lurk not in the depths of space or the Warp, but amongst the everyday citizenry of the Imperium; the witch, the mutant, the heretic and the fallen cleric. Such abominations are an affront to the Emperor and together with their Chamber Militant, the Sisters of Battle, they purge evil from the worlds of Man with the cleansing fire of purity.

"Heresy is like a tree, its roots lie in the darkness whilst its leaves wave in the sun and to those who suspect nought, it has an attractive and pleasing appearance. Truly, you can prune away its branches, or even cut the tree to the ground, but it will grow up again ever the stronger and ever more comely. Yet all awhile the root grows thick and black, gnawing at the bitter soil, drawing its nourishment from the darkness, and growing even greater and more deeply entrenched. Such is the nature of heresy, and this is why it is so hard to destroy, for it must be eradicated leaf, branch, trunk and root. It must be exorcised utterly or it will return all the stronger, time and time again, until it is too great to destroy. Then we are doomed."

Galan Noirgrim. Prelude to the Abominatus.



Inside you will find:

- **ARMY LIST.** The complete Witch Hunters army list which allows you to choose your forces for a tabletop battle. Also included are special rules for fielding Sisters of Battle as part of your existing Imperial army, a new mission plus Inquisitorial Henchmen, Ordo Hereticus wargear and the psychic powers wielded by the Witch Hunters.
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